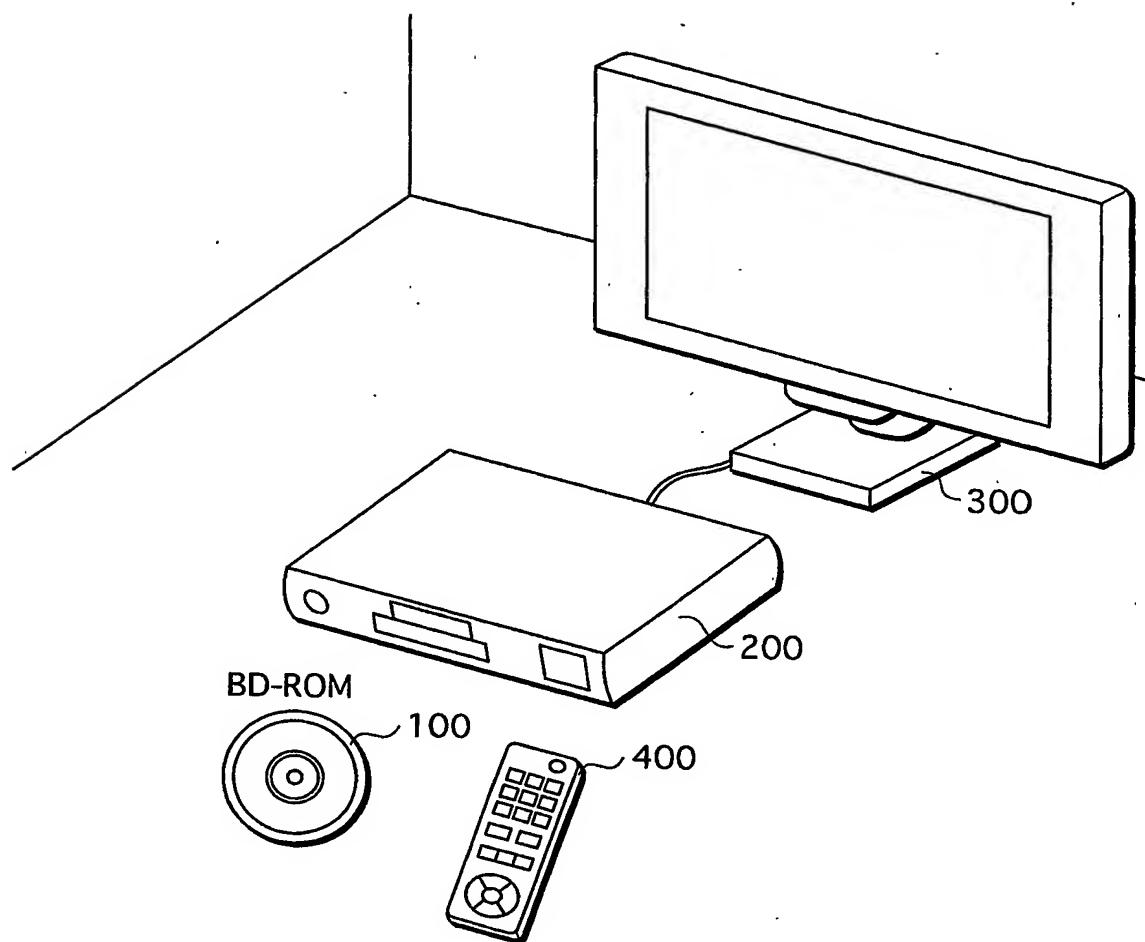


FIG. 1



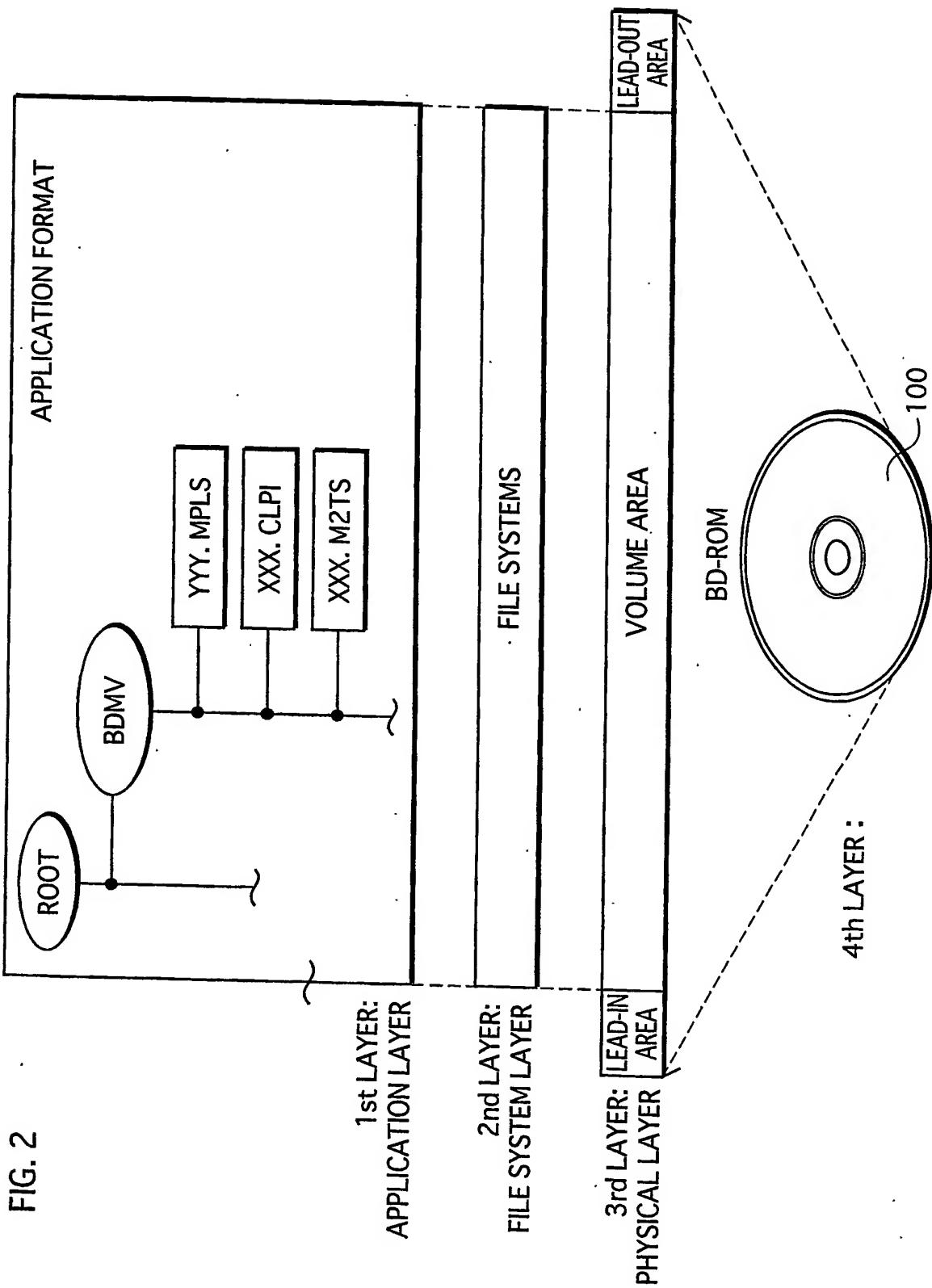


FIG. 3

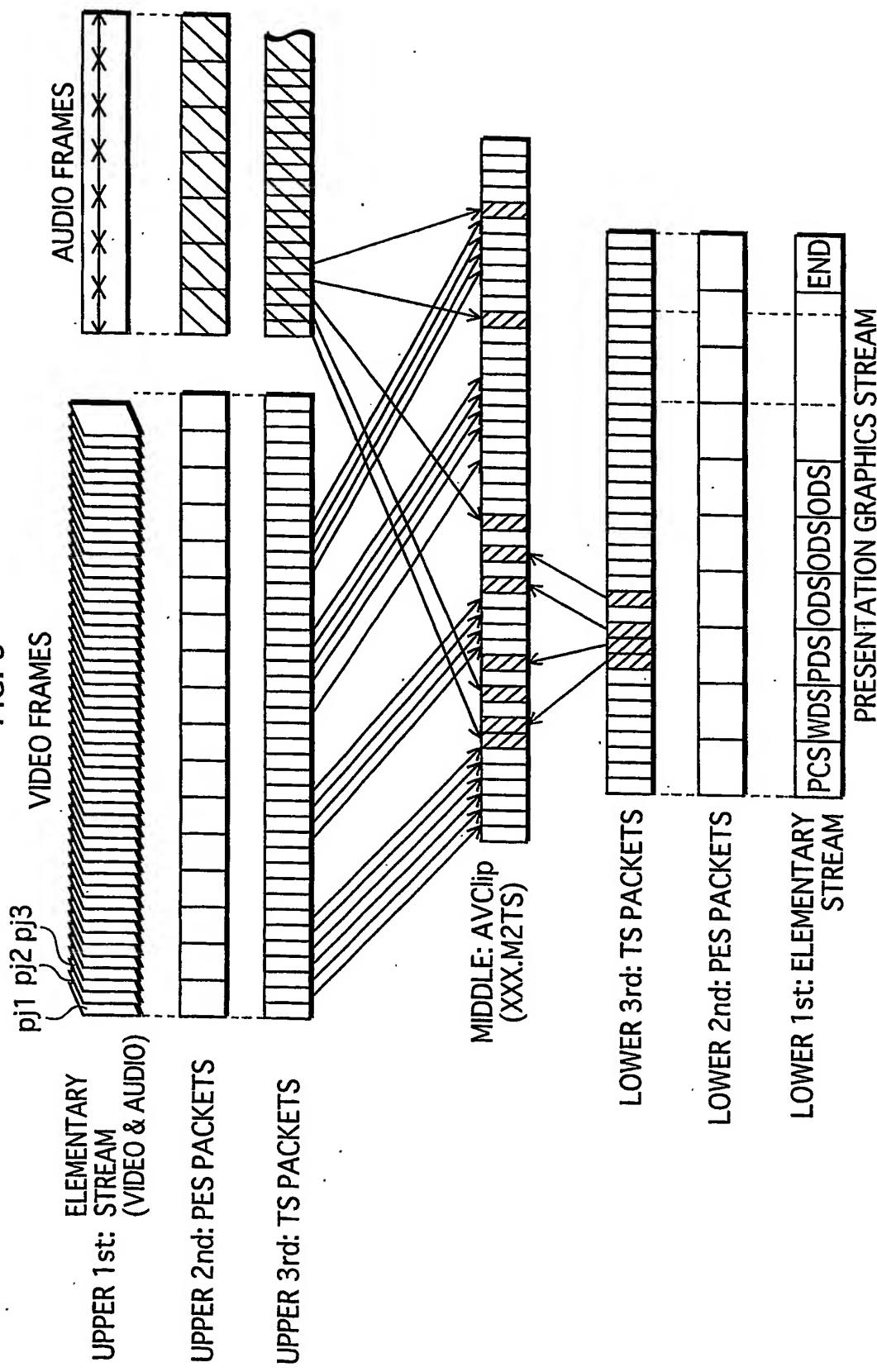
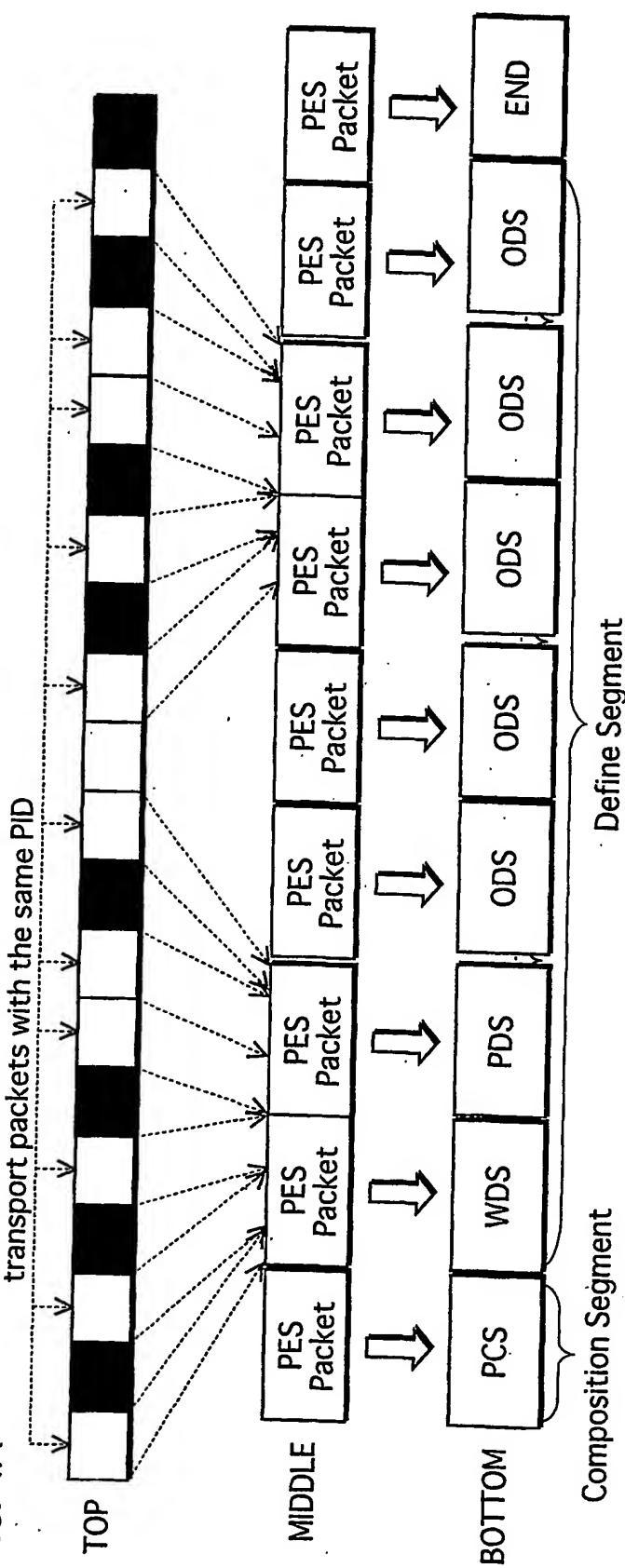


FIG. 4A



4/80

FIG. 4B

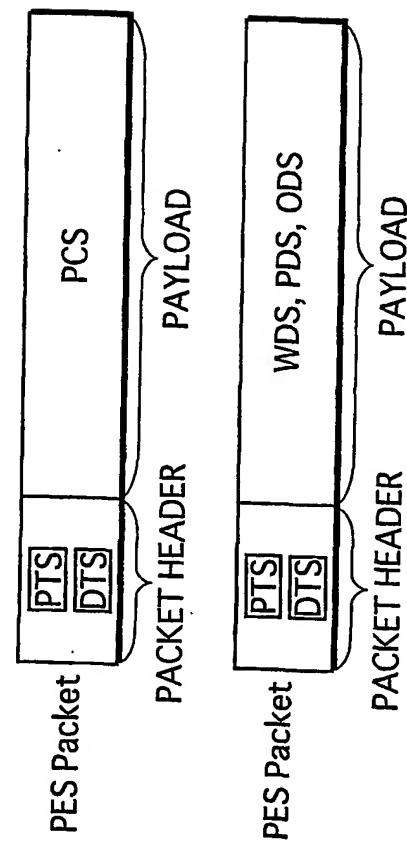


FIG. 5

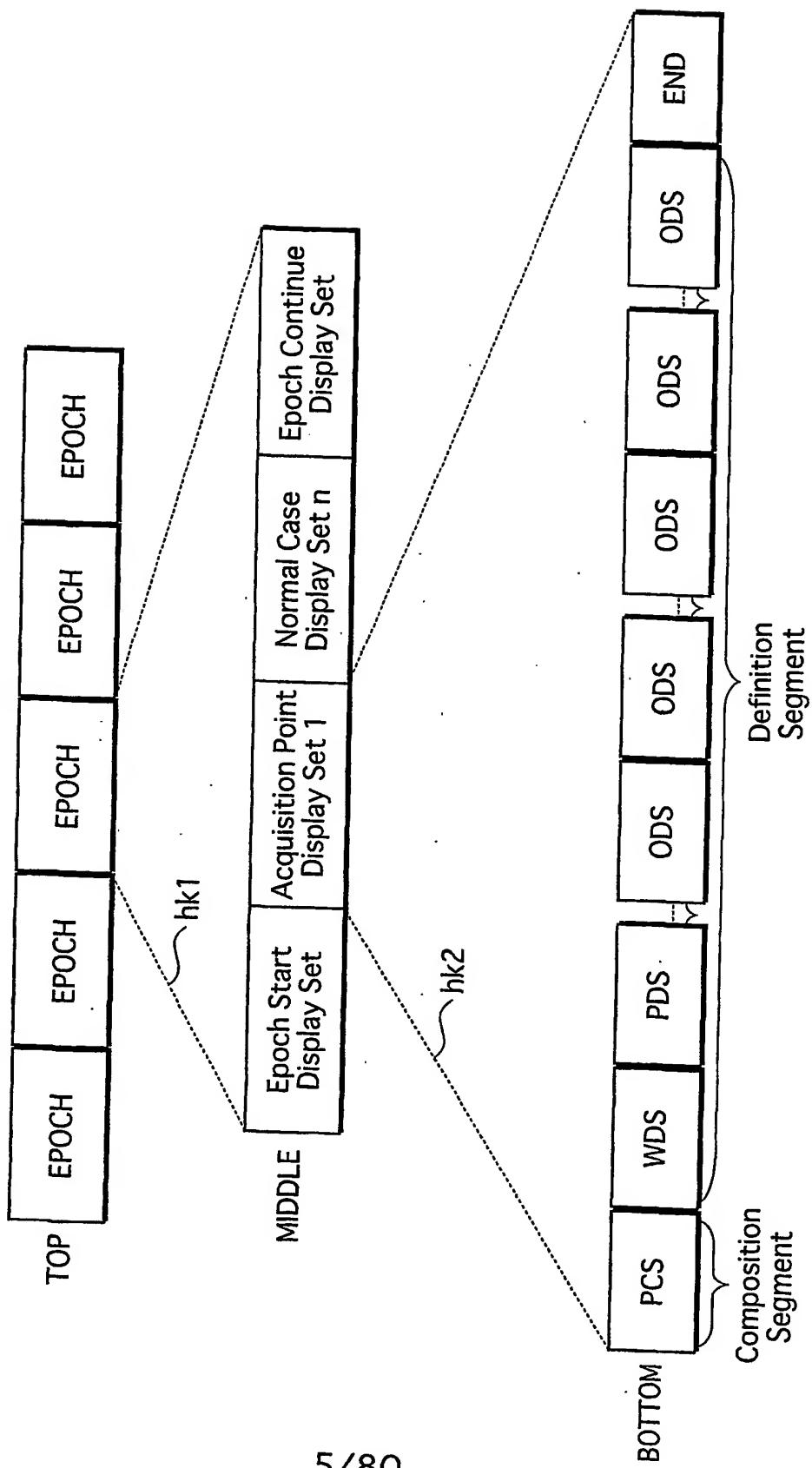


FIG. 6

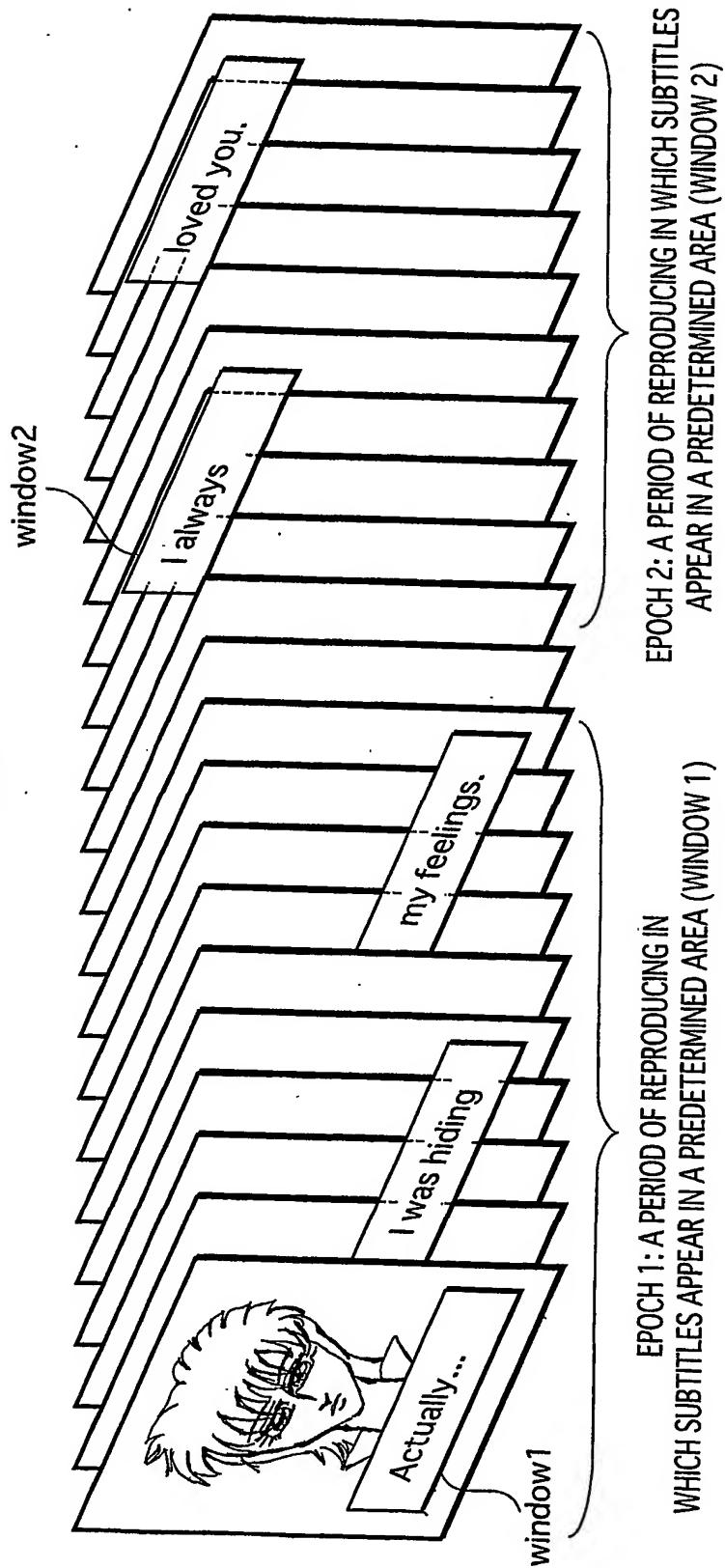


FIG. 7A

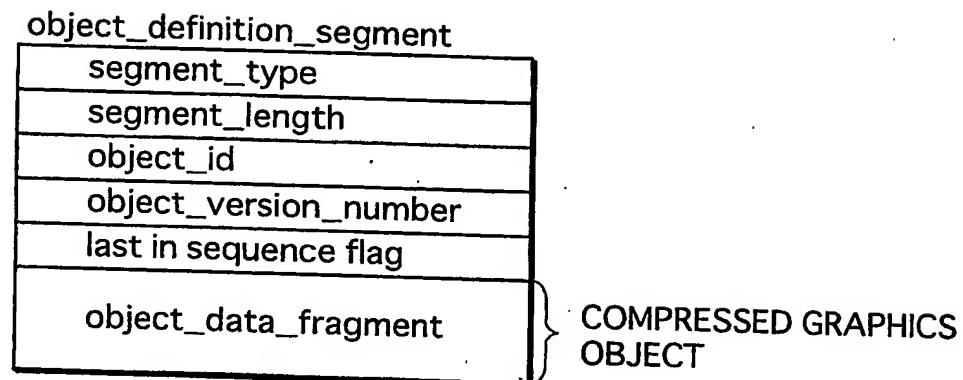


FIG. 7B

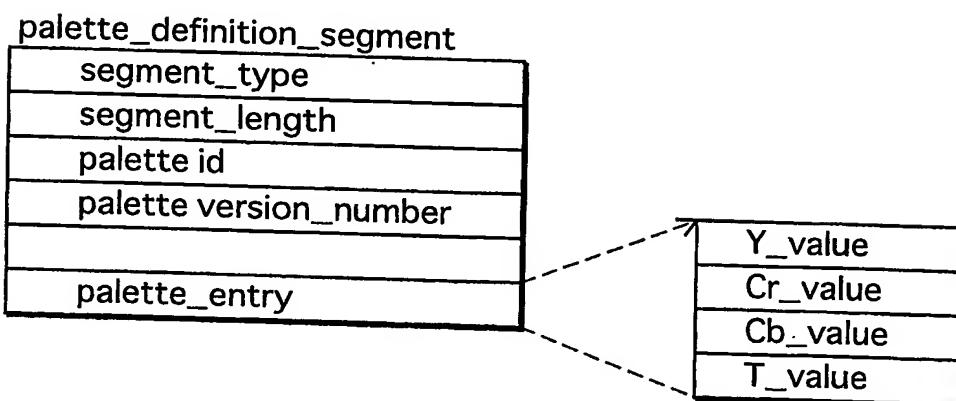


FIG. 8A

window_definition_segment
window_id
window_horizontal_position
window_vertical_position
window_width
window_height

FIG. 8B

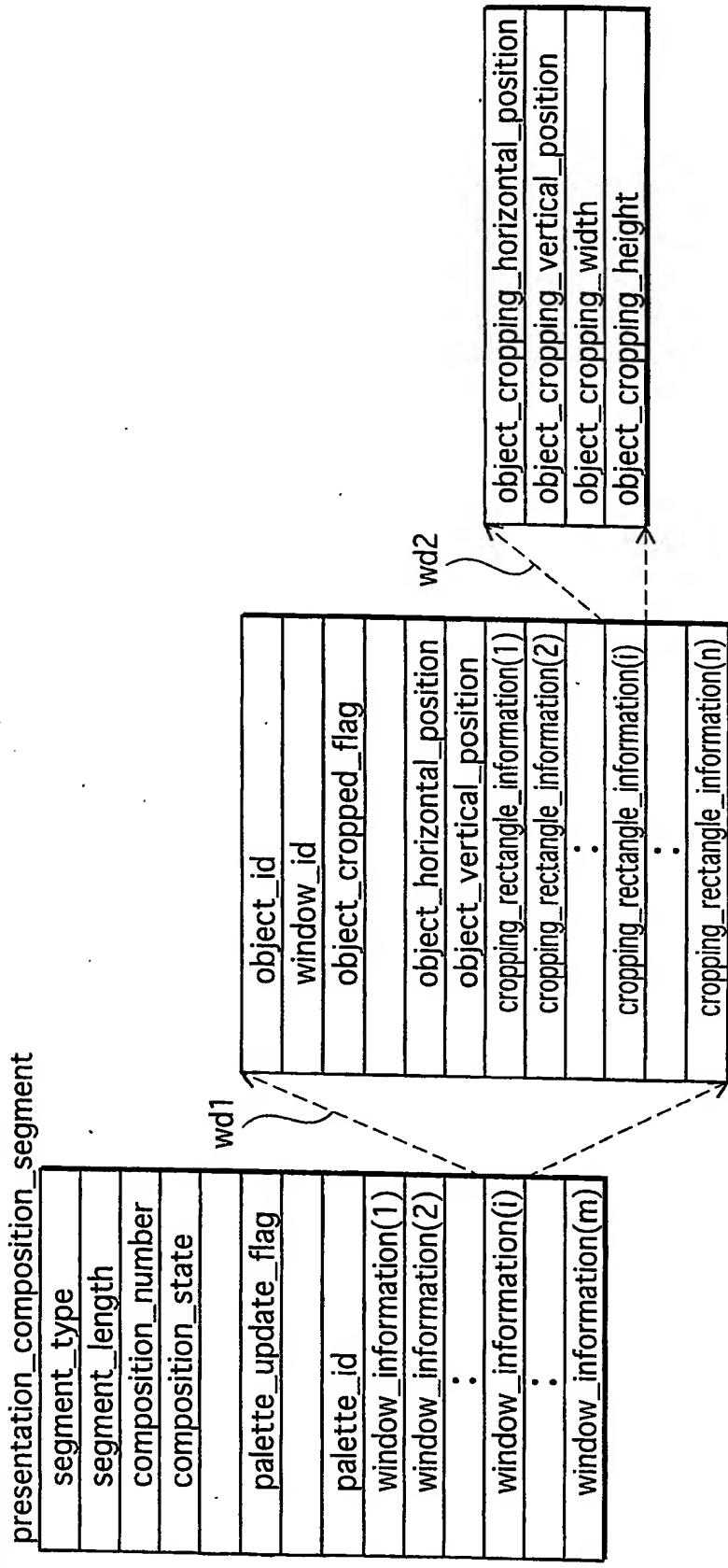


FIG. 9

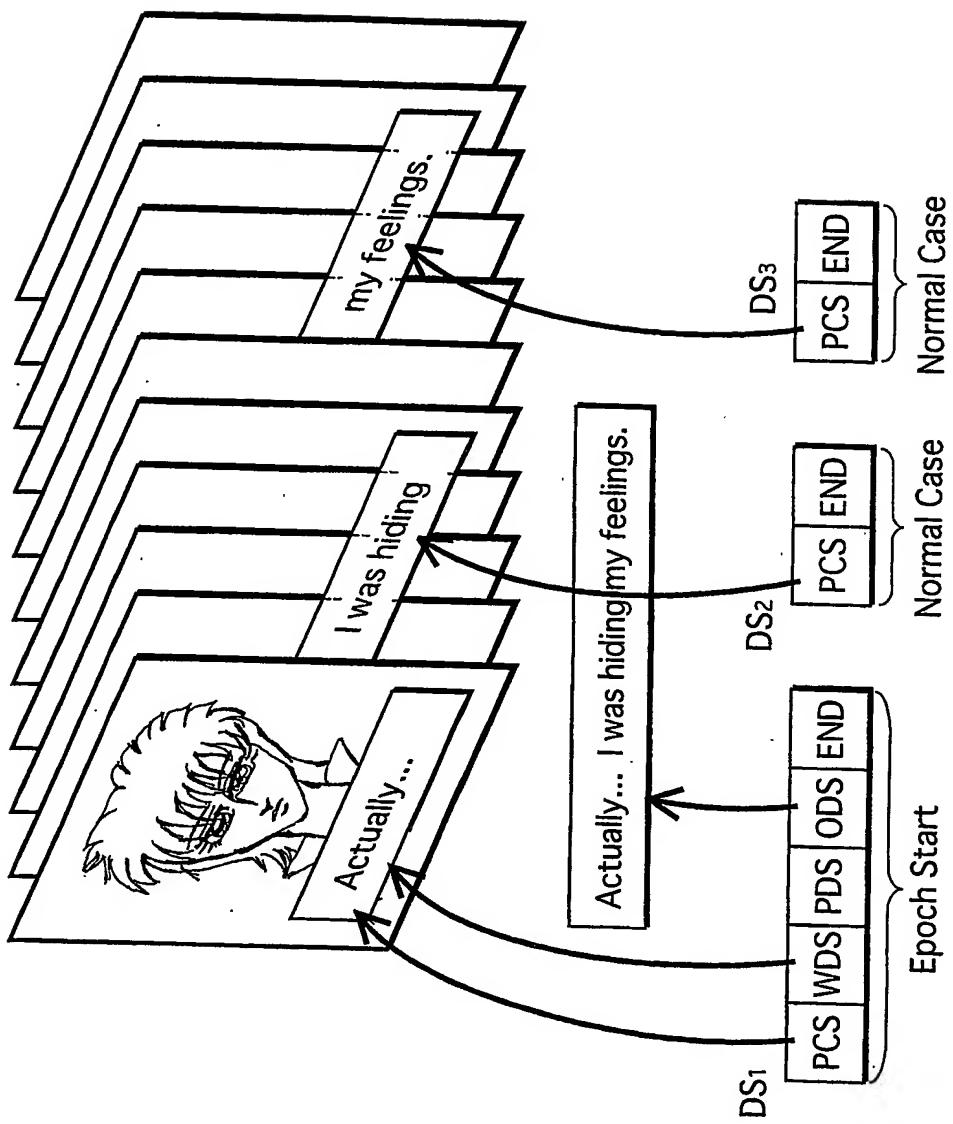


FIG. 10

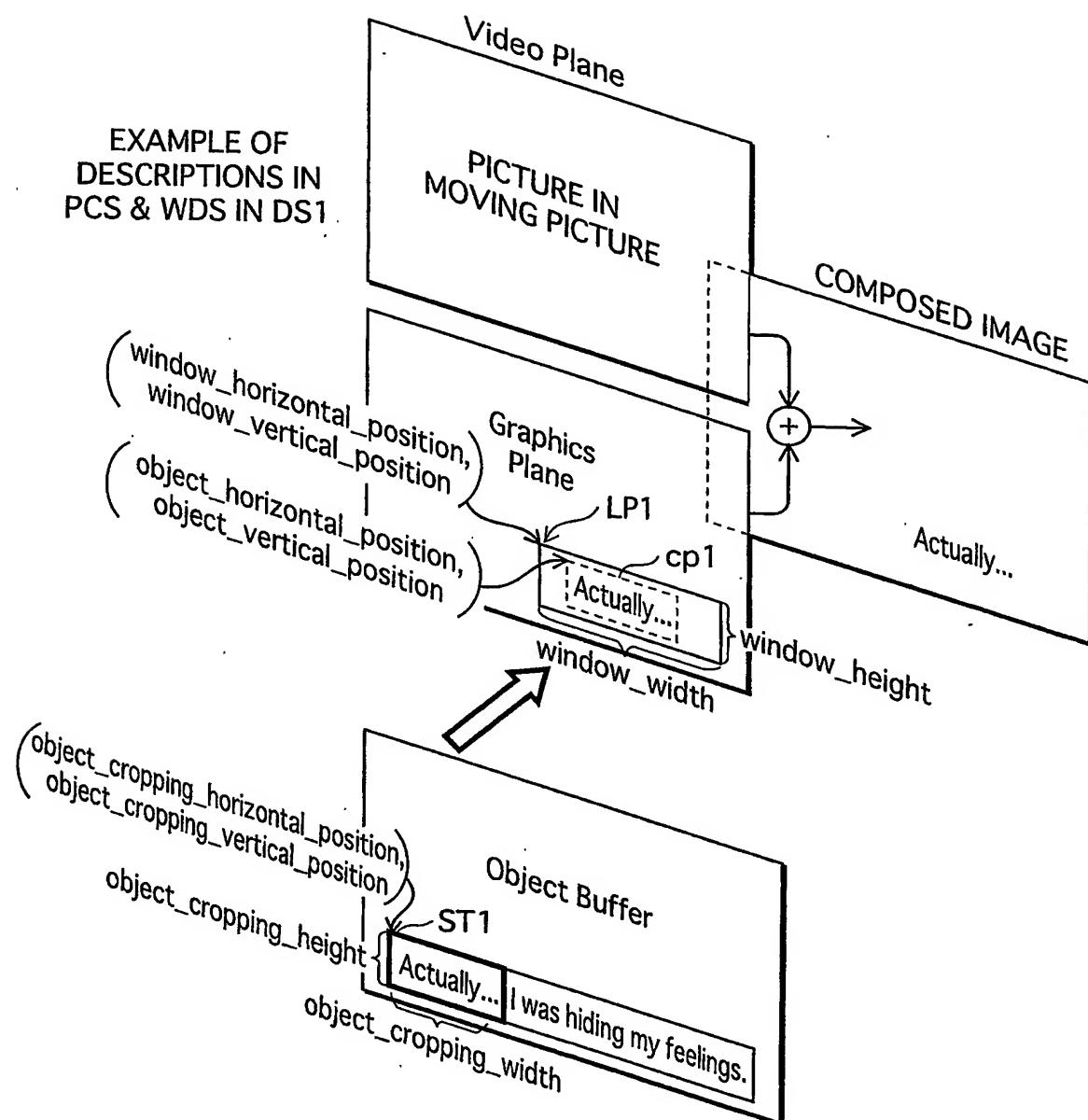


FIG. 11

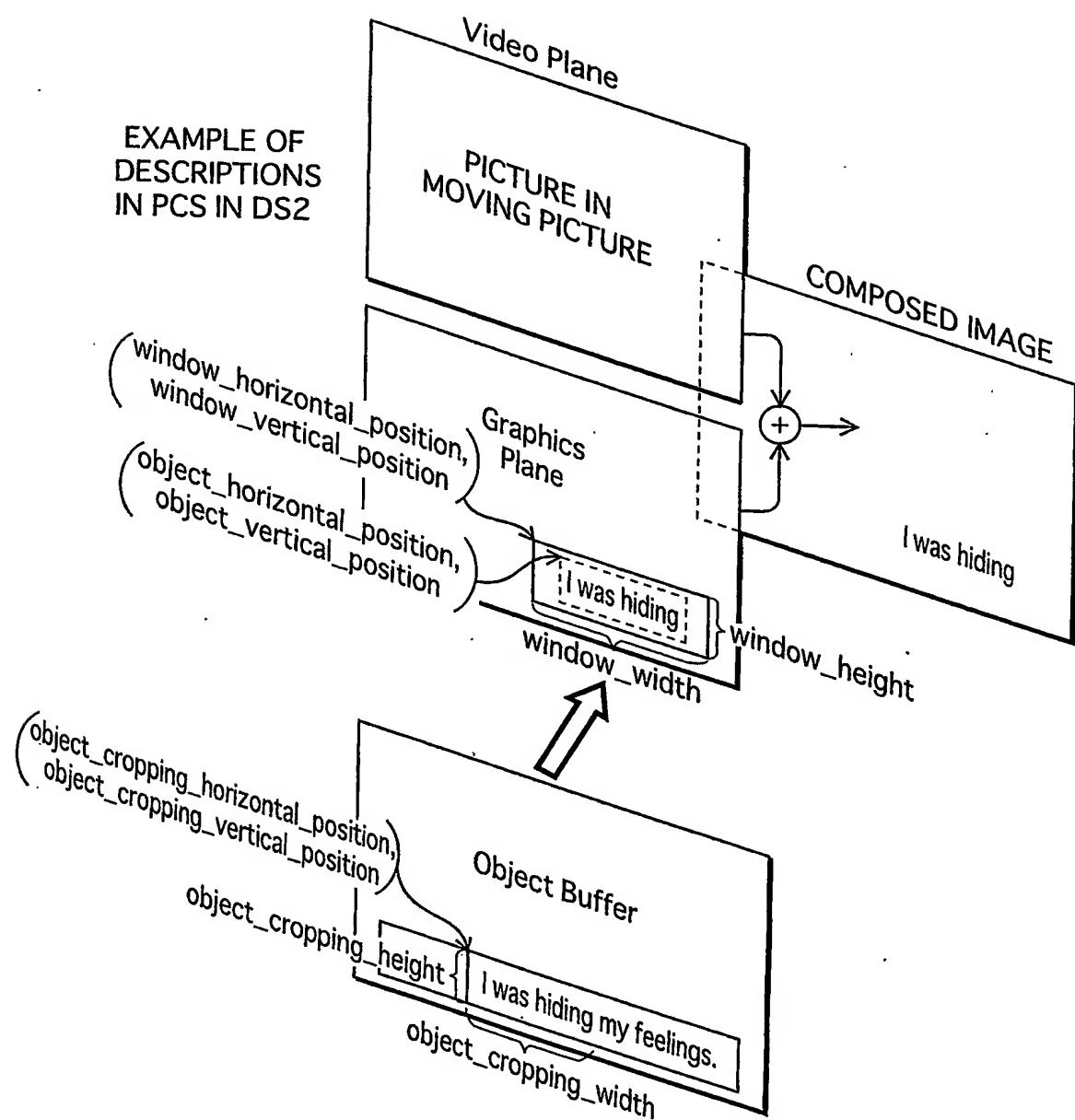


FIG. 12

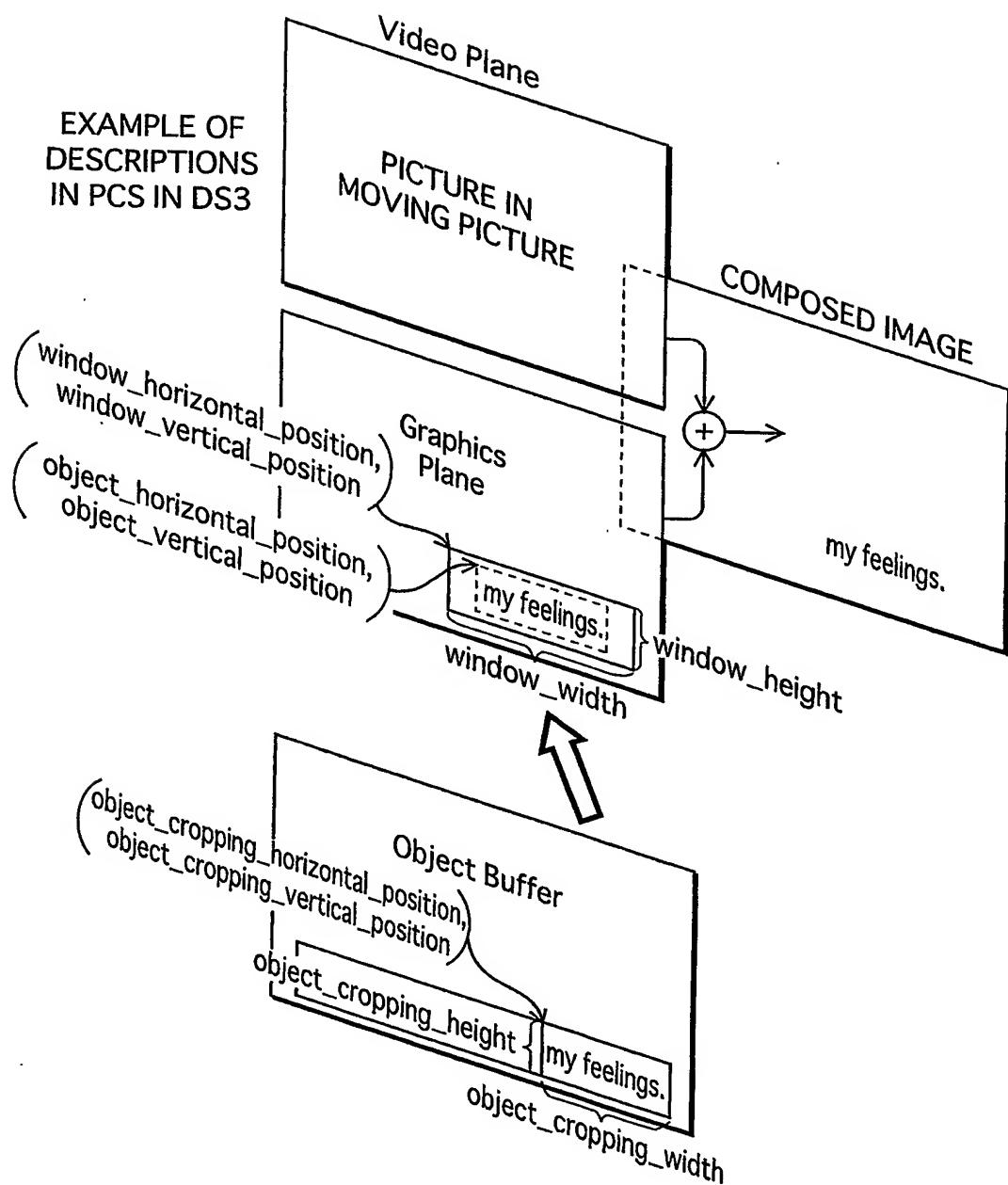
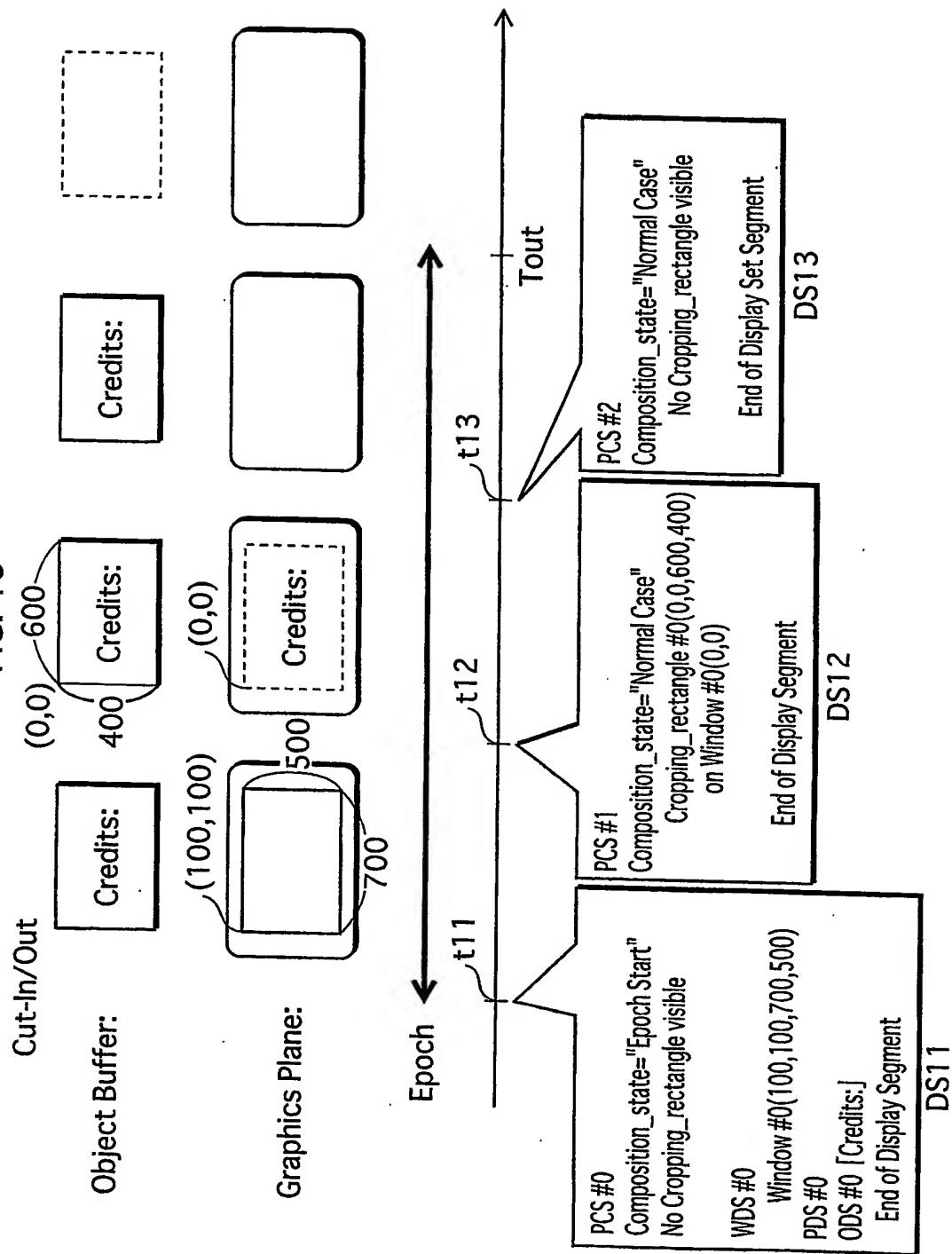


FIG. 13



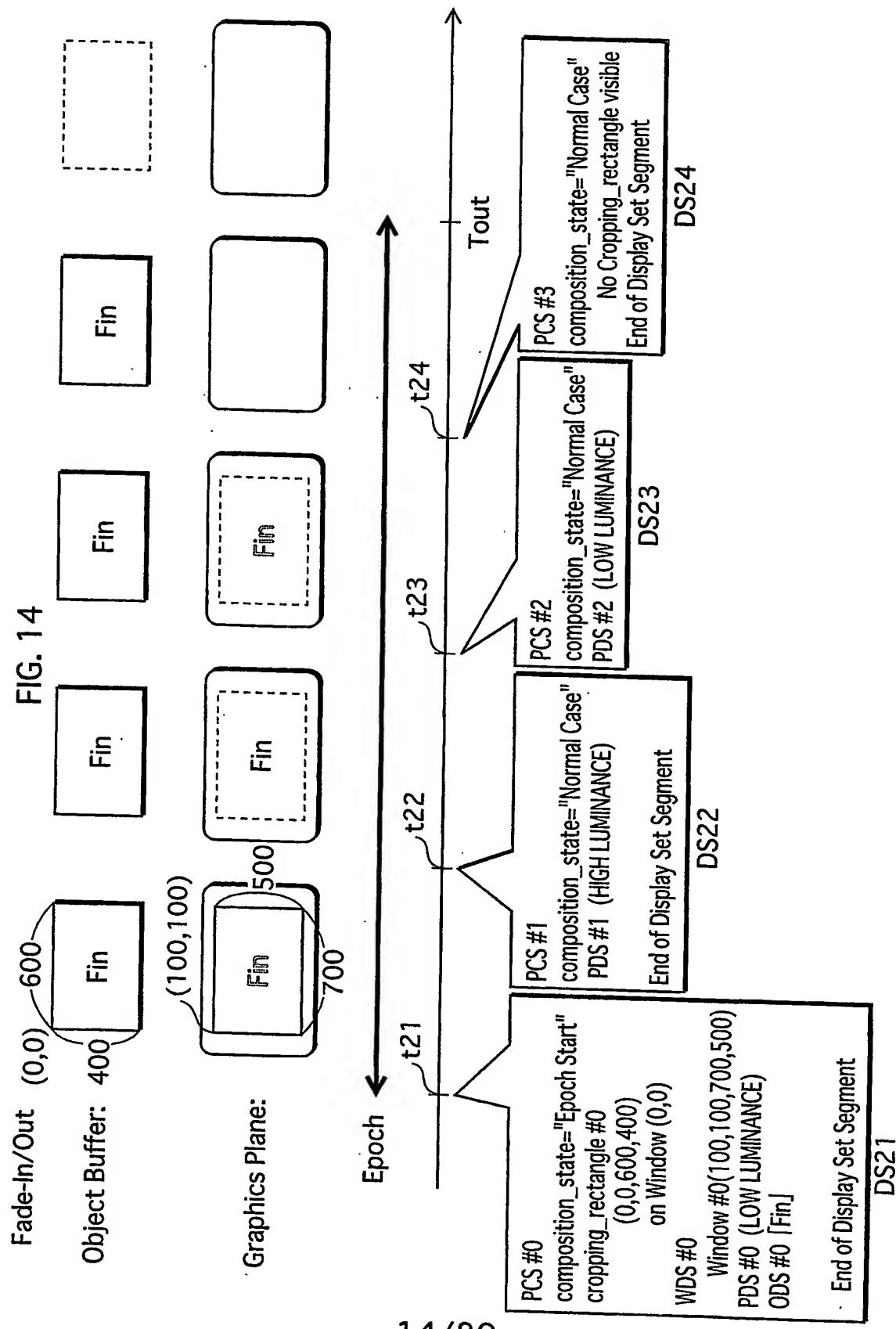
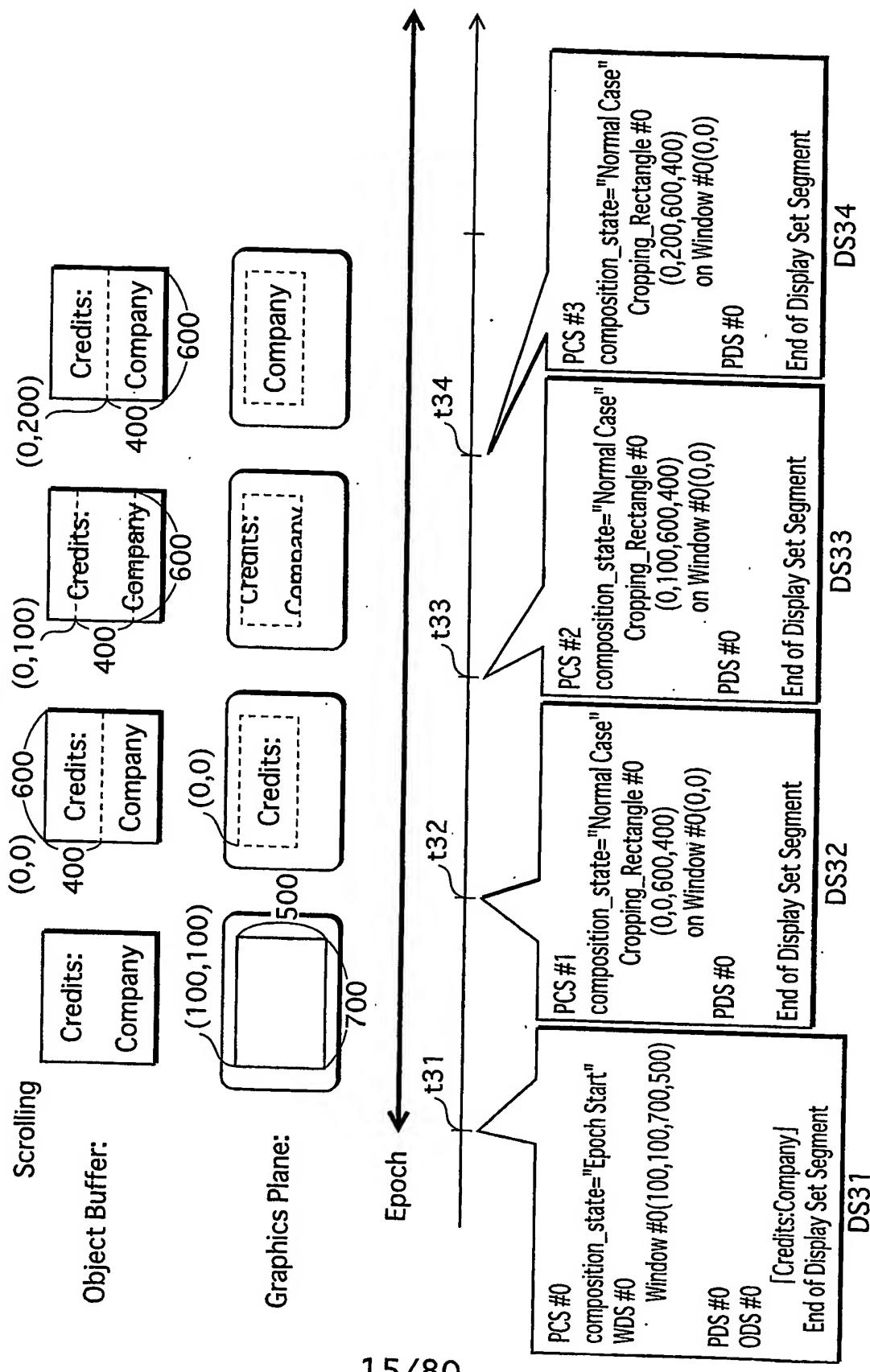


FIG. 15



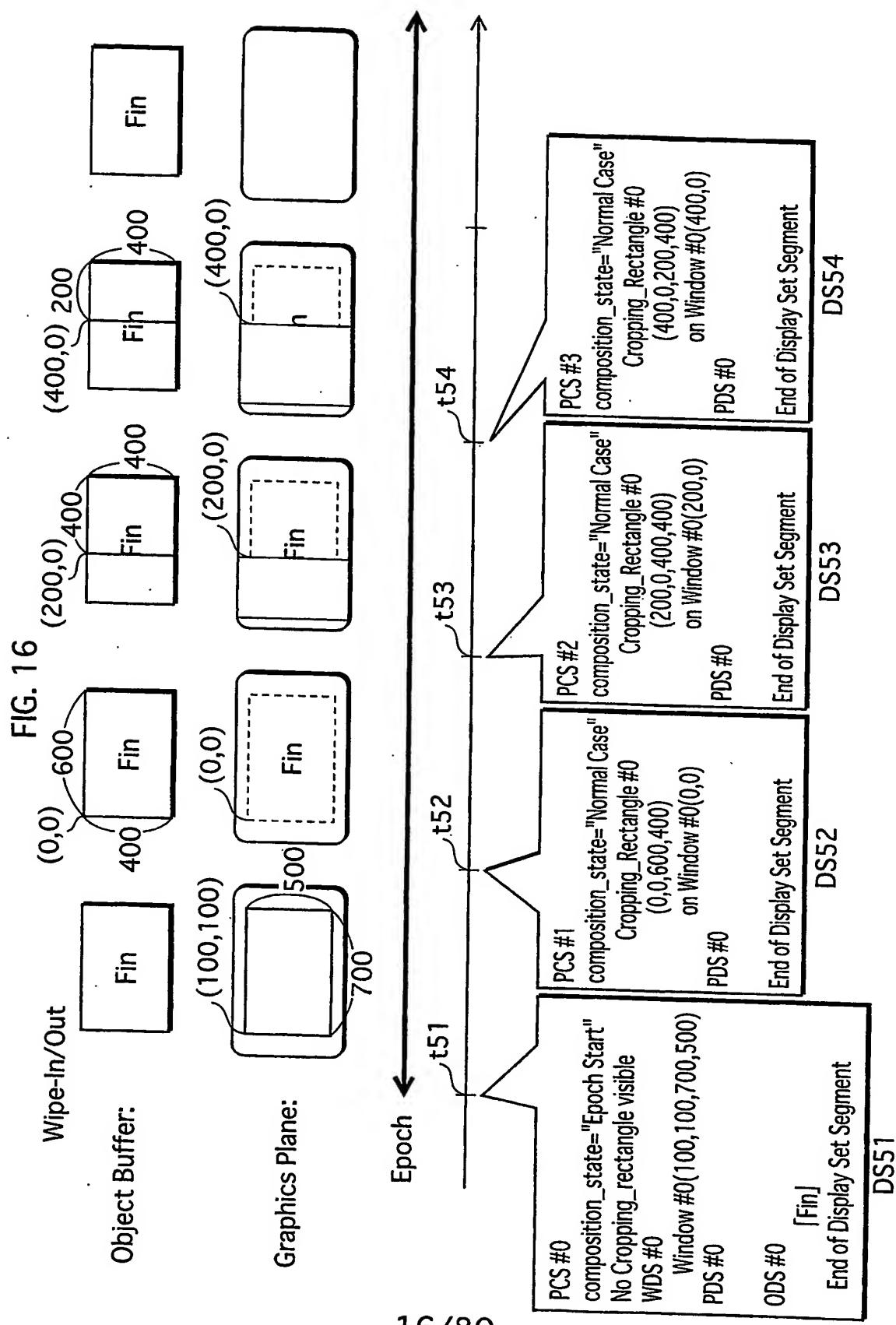
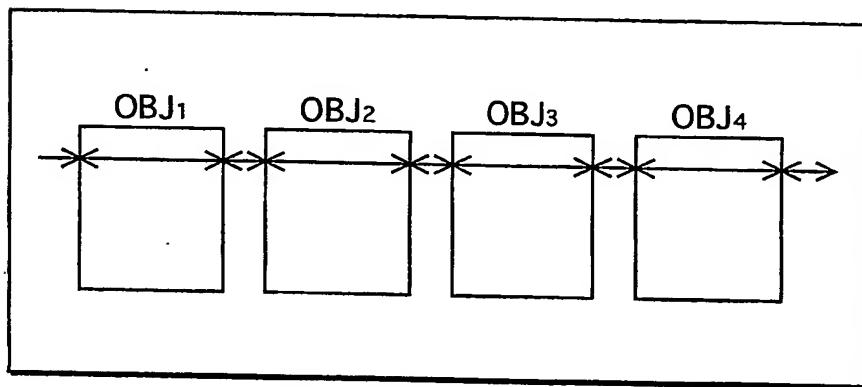
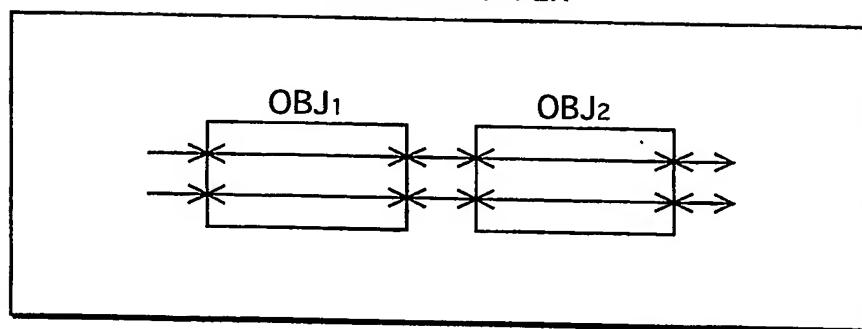


FIG. 17

OBJECT BUFFER



X: EDGE

FIG. 18

$\text{PTS}(\text{DSn[PCS]}) \geq \text{DTS}(\text{DSn[PCS])} + \text{DECODEDURATION}(\text{DSn})$

Where:

- $\text{DECODEDURATION}(\text{DSn})$ is calculated as follows:

```

decode_duration = 0 ;
decode_duration += PLANEINITIALIZATIONTIME( DSn ) ;
if( DSn. PCS. num_of_objects == 2 )
{
    decode_duration += WAIT( DSn, DSn. PCS. OBJ[0], decode_duration ) ;
    if( DSn. PCS. OBJ[0]. window_id == DSn. PCS. OBJ[1]. window_id )
    {
        decode_duration += WAIT( DSn, DSn. PCS. OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
    }
    else
    {
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
        decode_duration += WAIT( DSn, DSn. PCS. OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[1]. window_id )//256*106 ) ;
    }
}
else if( DSn. PCS. num_of_objects == 1 )
{
    decode_duration += WAIT( DSn, DSn. PCS. OBJ[0], decode_duration ) ;
    decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
}
return decode_duration ;

```

- $\text{PLANEINITIALIZATIONTIME}(\text{DSn})$ is calculated as follows:

```

initialize_duration=0 ;
if( DSn. PCS. composition_state== EPOCH_START )
{
    initialize_duration = 90000*( 8*video_width*video_height//256*106 ) ;
}
else
{
    for( i=0 ; i < WDS. num_windows ; i++ )
    {
        if( EMPTY(DSn.WDS.WIN[i],DSn) )
            initialize_duration += 90000*( SIZE( DSn. WDS. WIN[i] )//256*106 ) ;
    }
}
return initialize_duration ;

```

- $\text{WAIT}(\text{DSn, OBJ, current_duration})$ is calculated as follows:

```

wait_duration = 0 ;
if( EXISTS( OBJ. object_id, DSn ) )
{
    object_definition_ready_time = PTS( GET( OBJ. object_id, DSn ) ) ;
    current_time = DTS( DSn. PCS )+current_duration ;
    if( current_time < object_definition_ready_time )
        wait_duration += object_definition_ready_time - current_time ) ;
}
return wait_duration ;

```

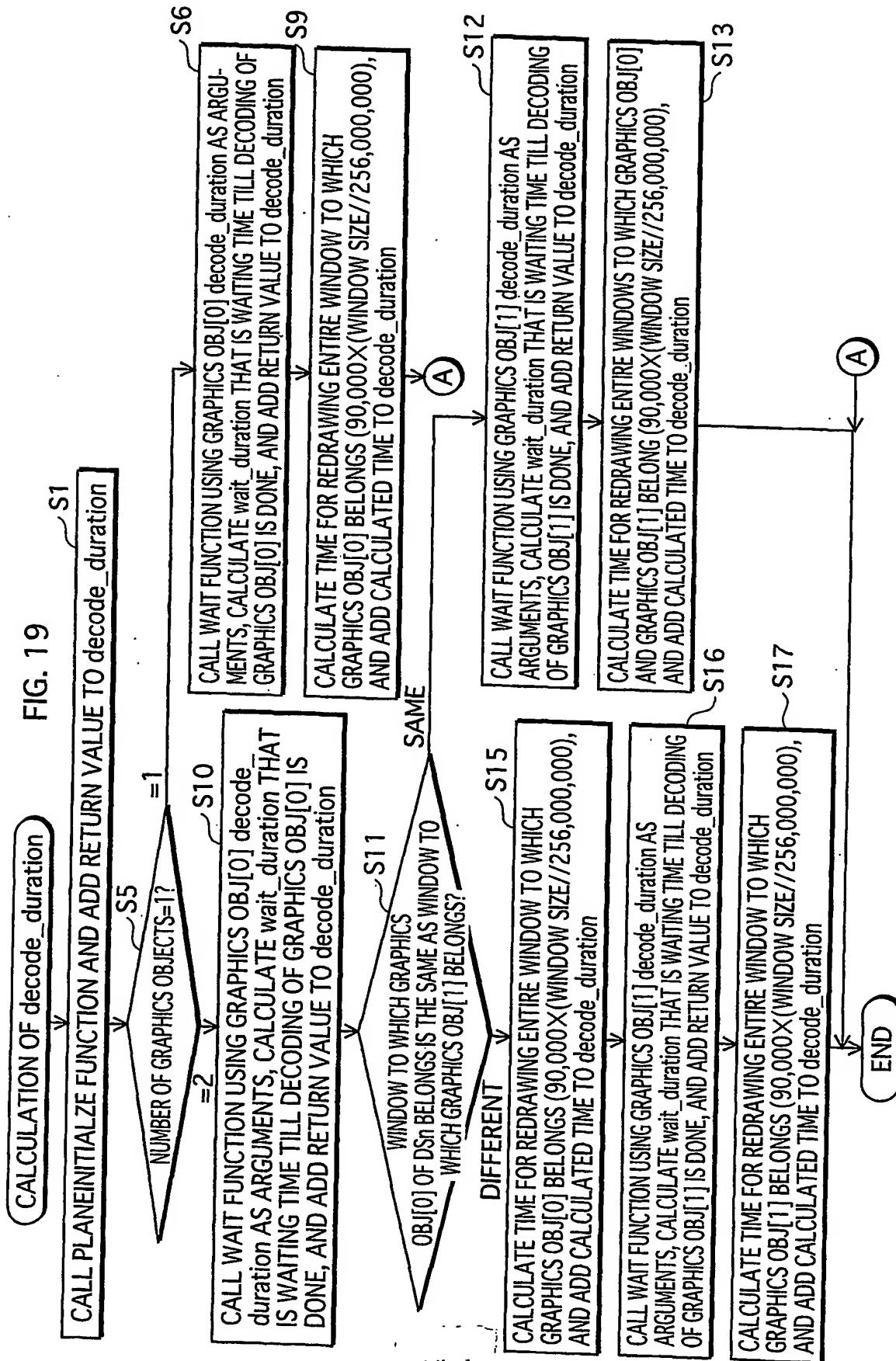


FIG. 20A

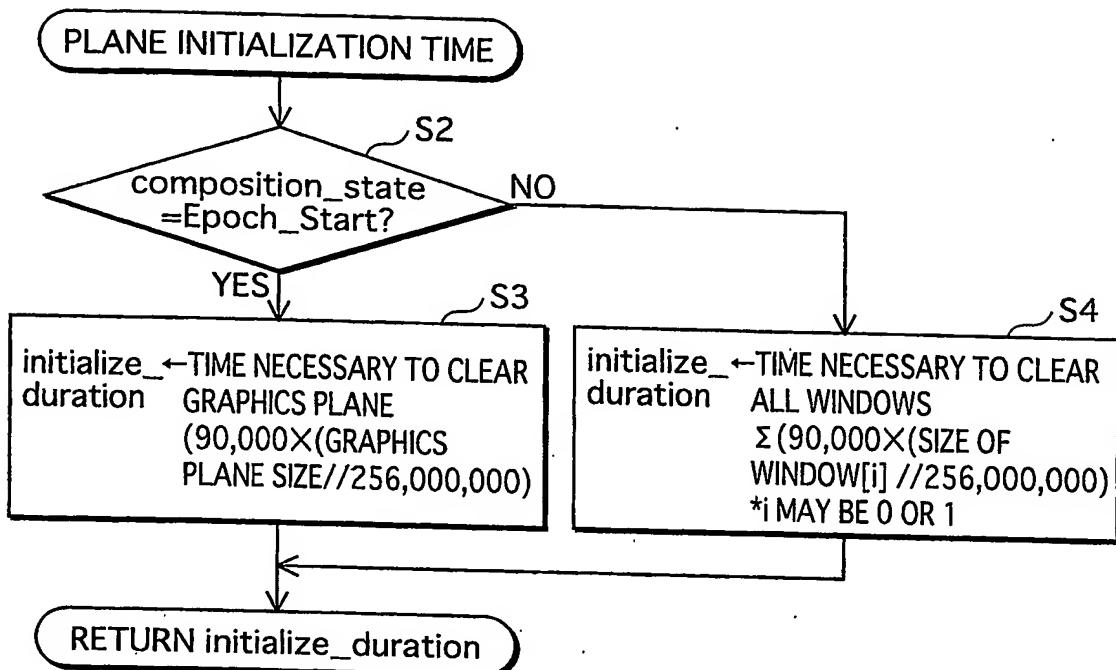


FIG. 20B

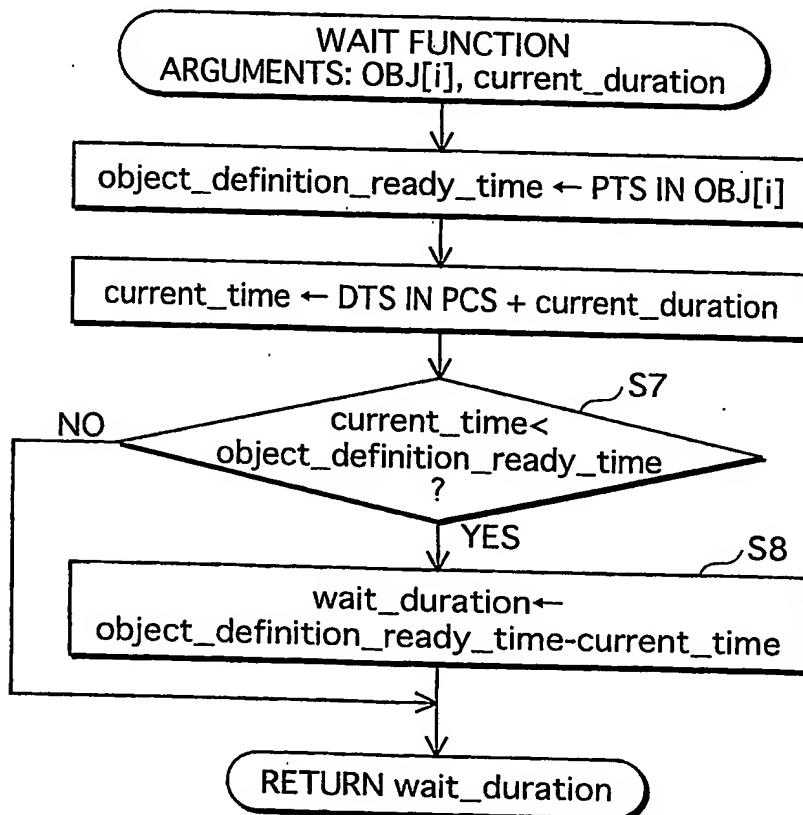


FIG. 21A

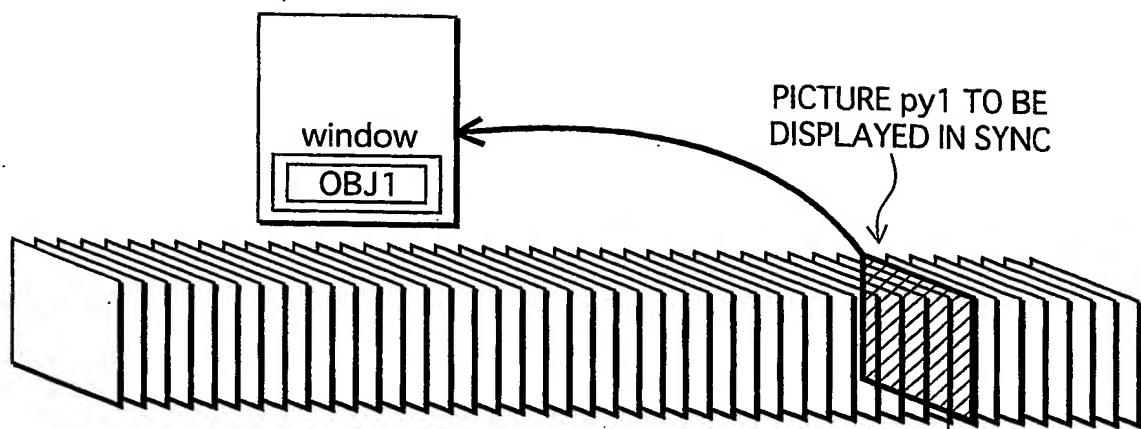


FIG. 21B.

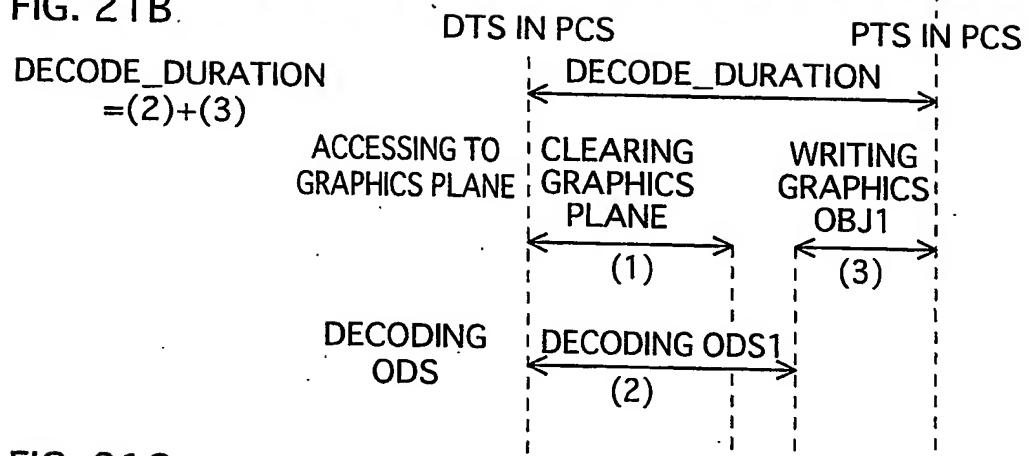


FIG. 21C

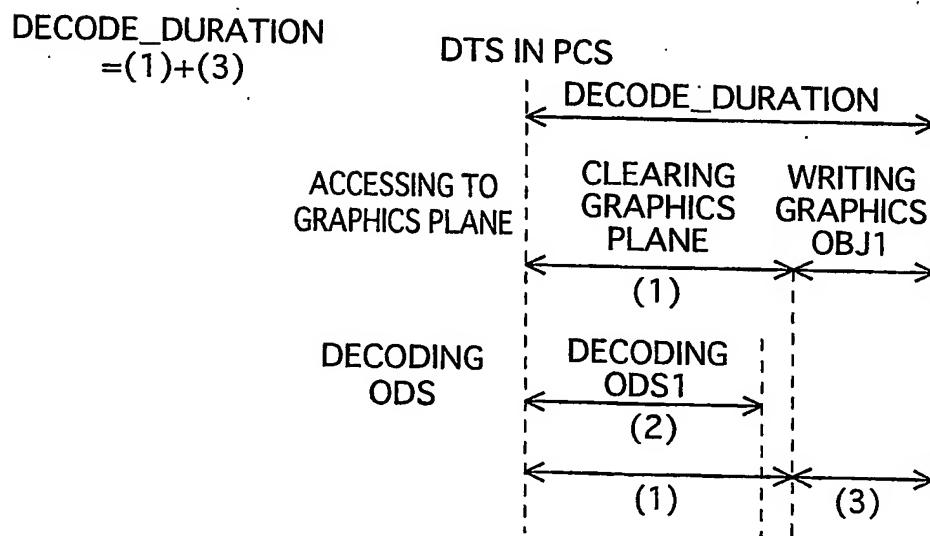


FIG. 22A

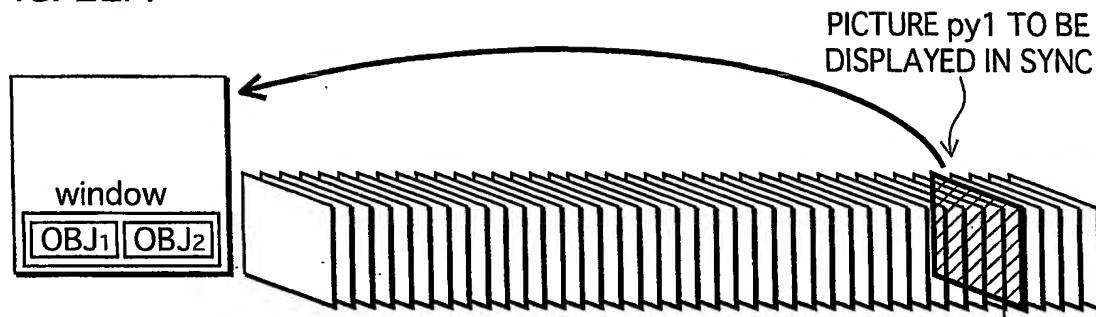


FIG. 22B

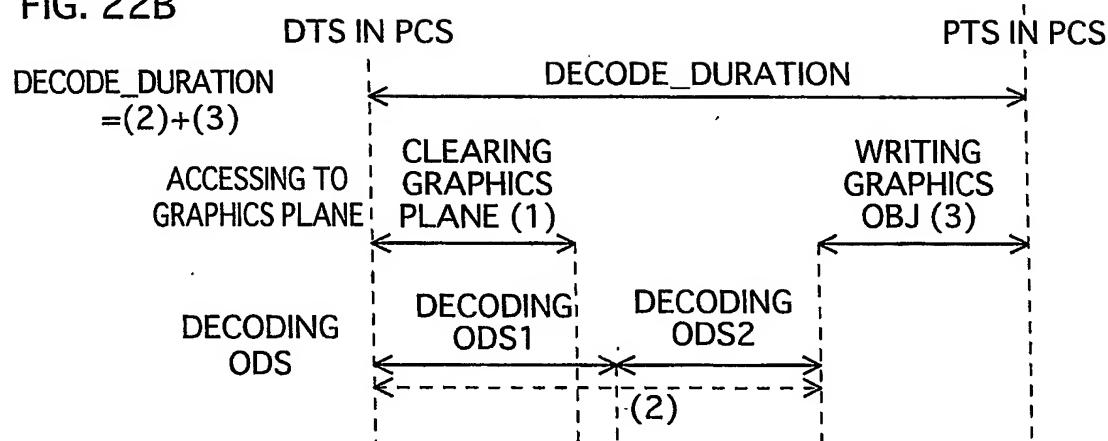
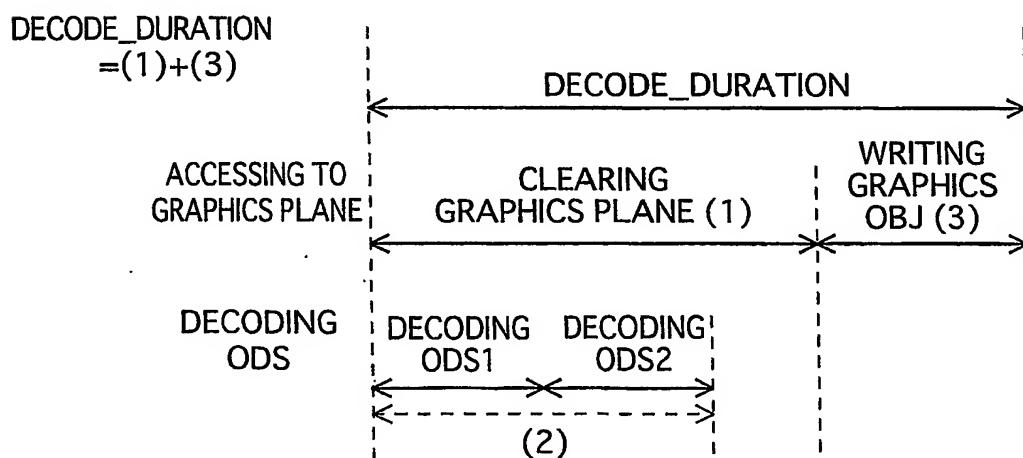


FIG. 22C



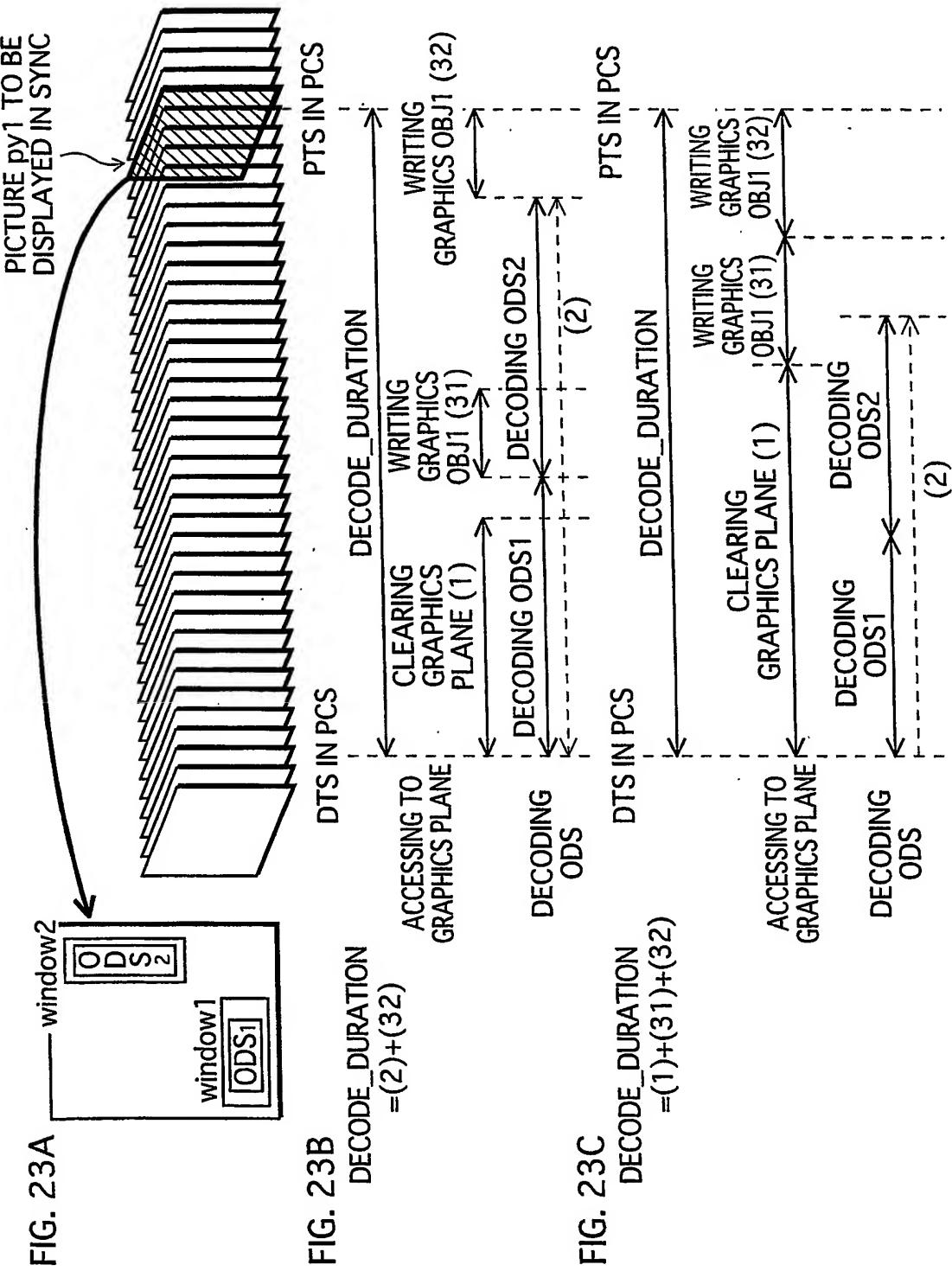


FIG. 24

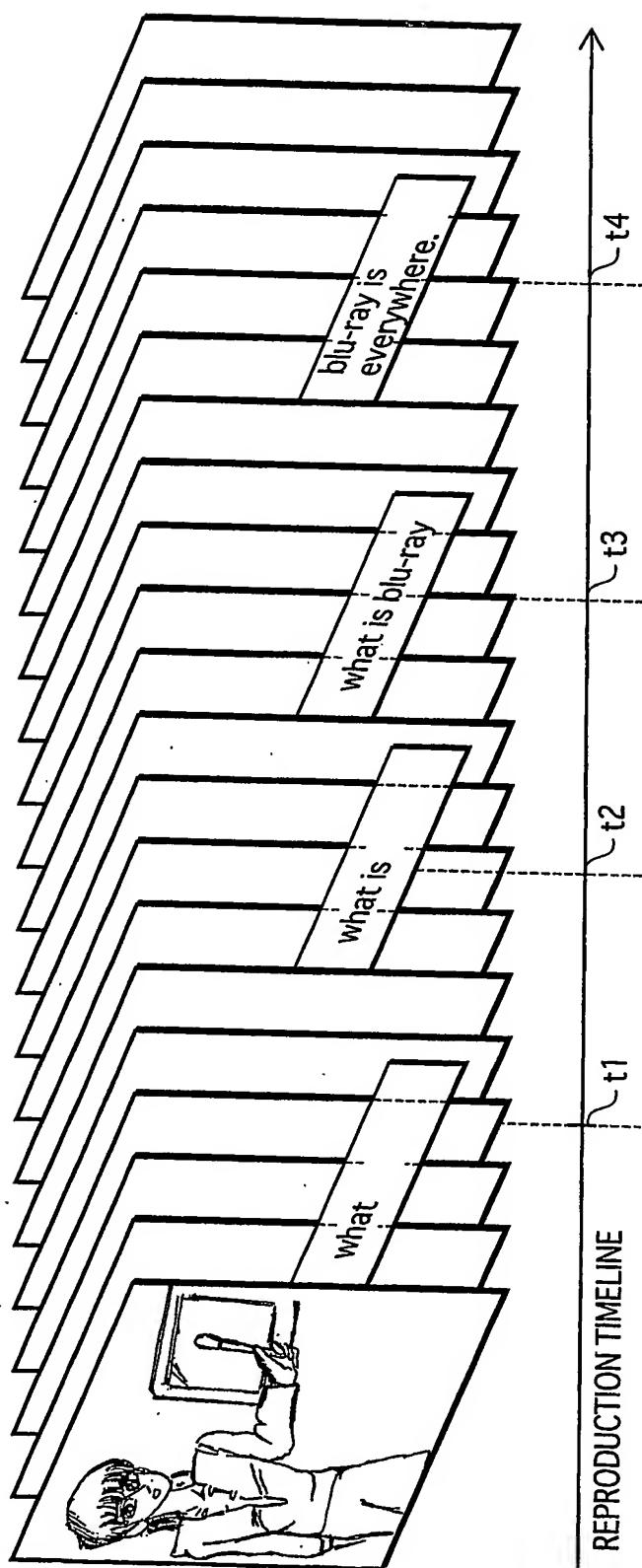


FIG. 25A
 (DS1) PCS1.1-PDS1-END
 ODS1 "what is blu-ray"

(DS2) PCS1.2-END

(DS3) PCS1.3-END

(DS4) PCS2-ODS2-END
 ODS2 "blu-ray is"
 everywhere

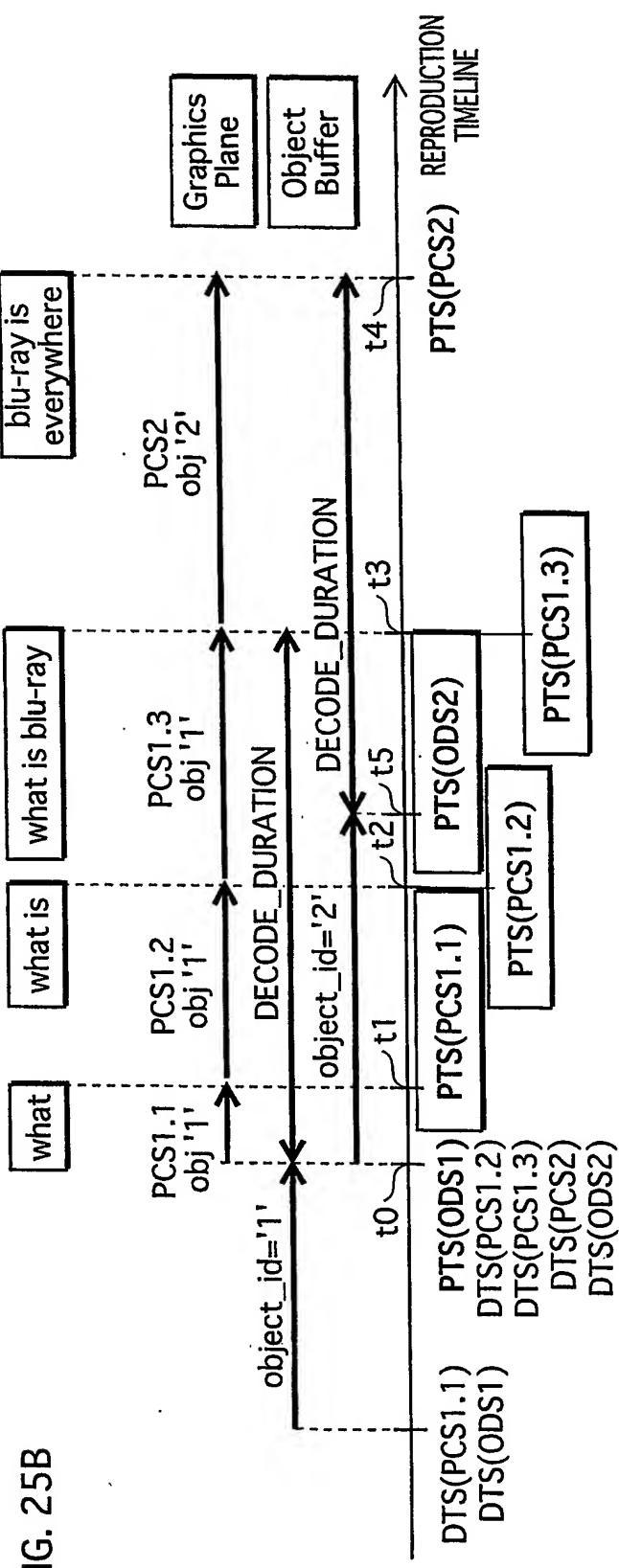
FIG. 25B

FIG. 26

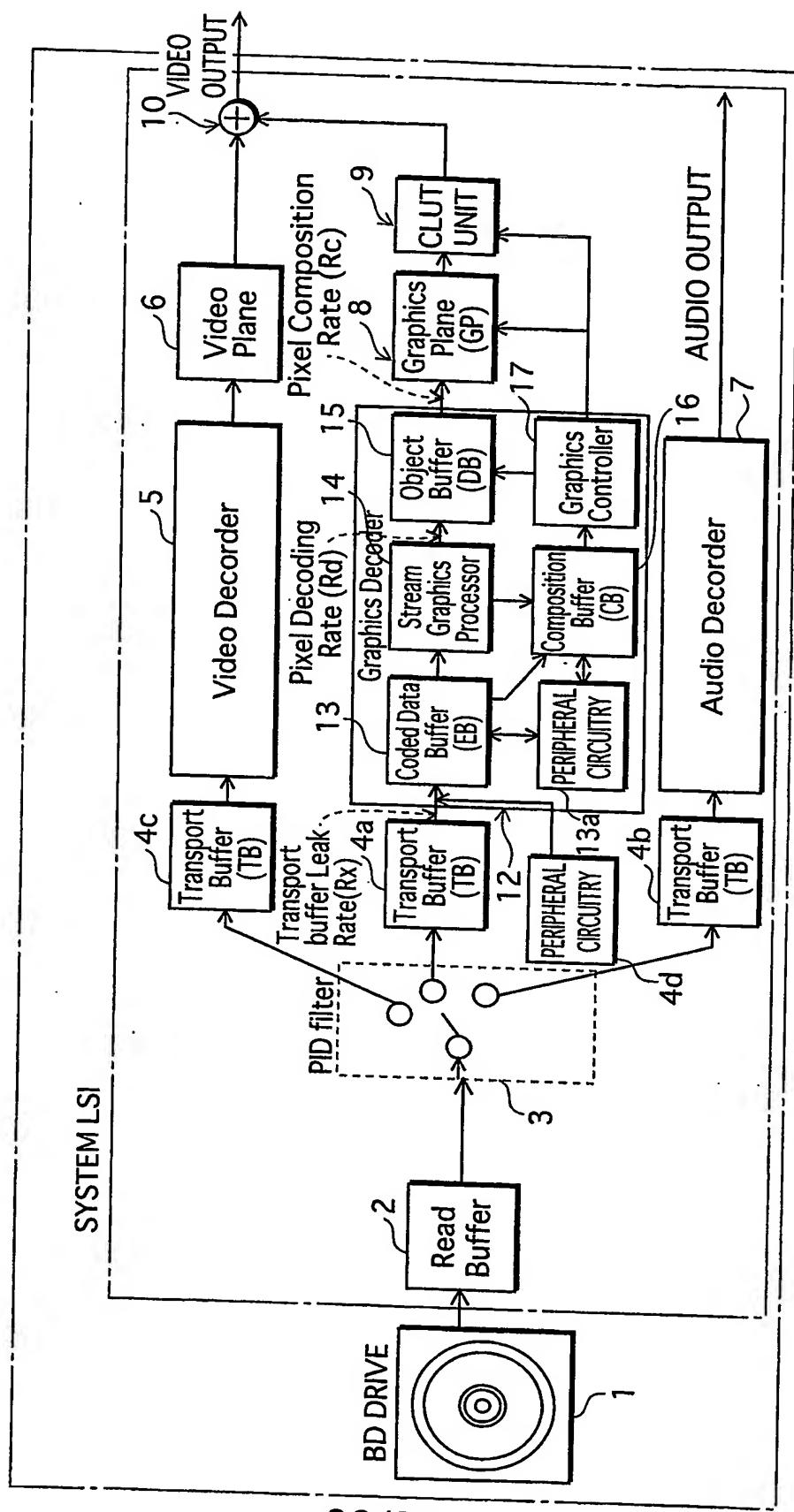
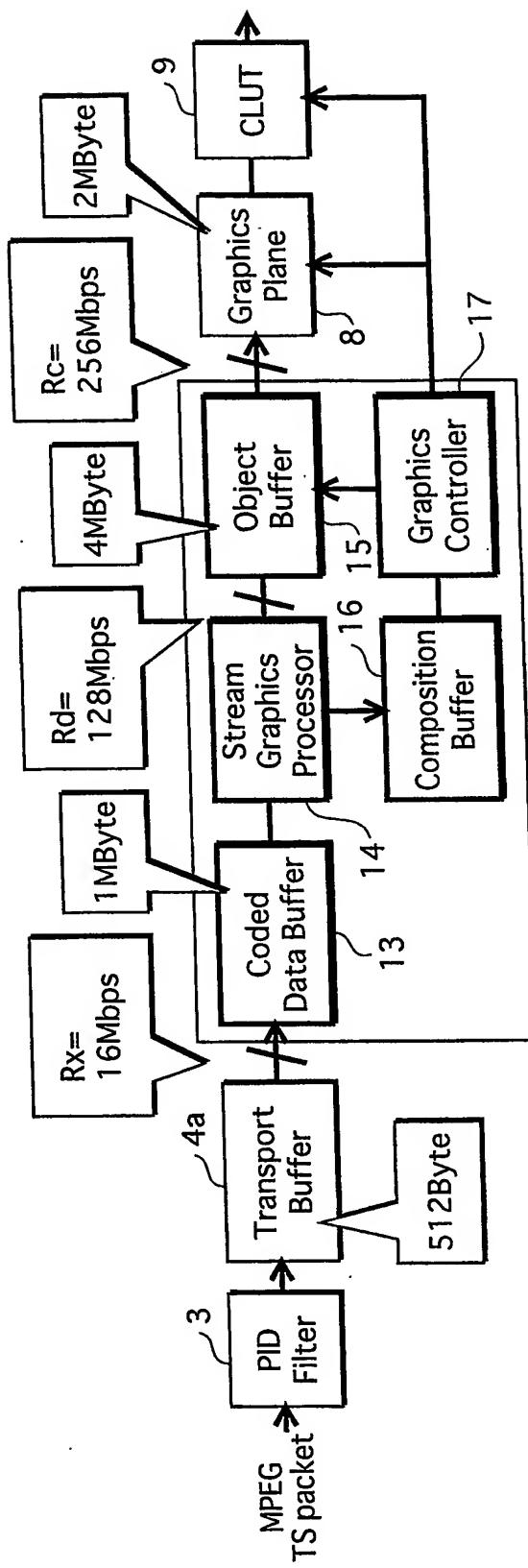


FIG. 27



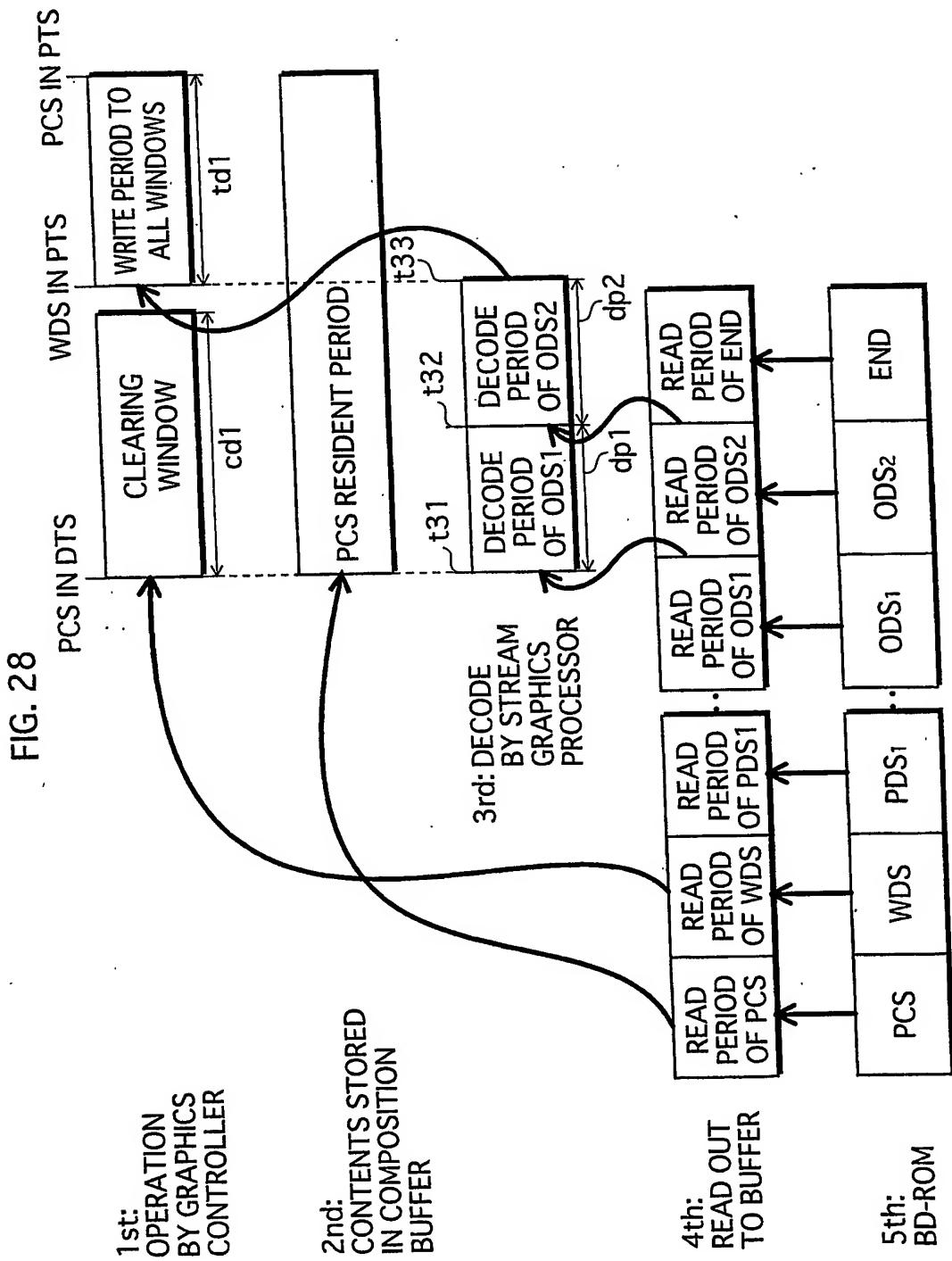


FIG. 29

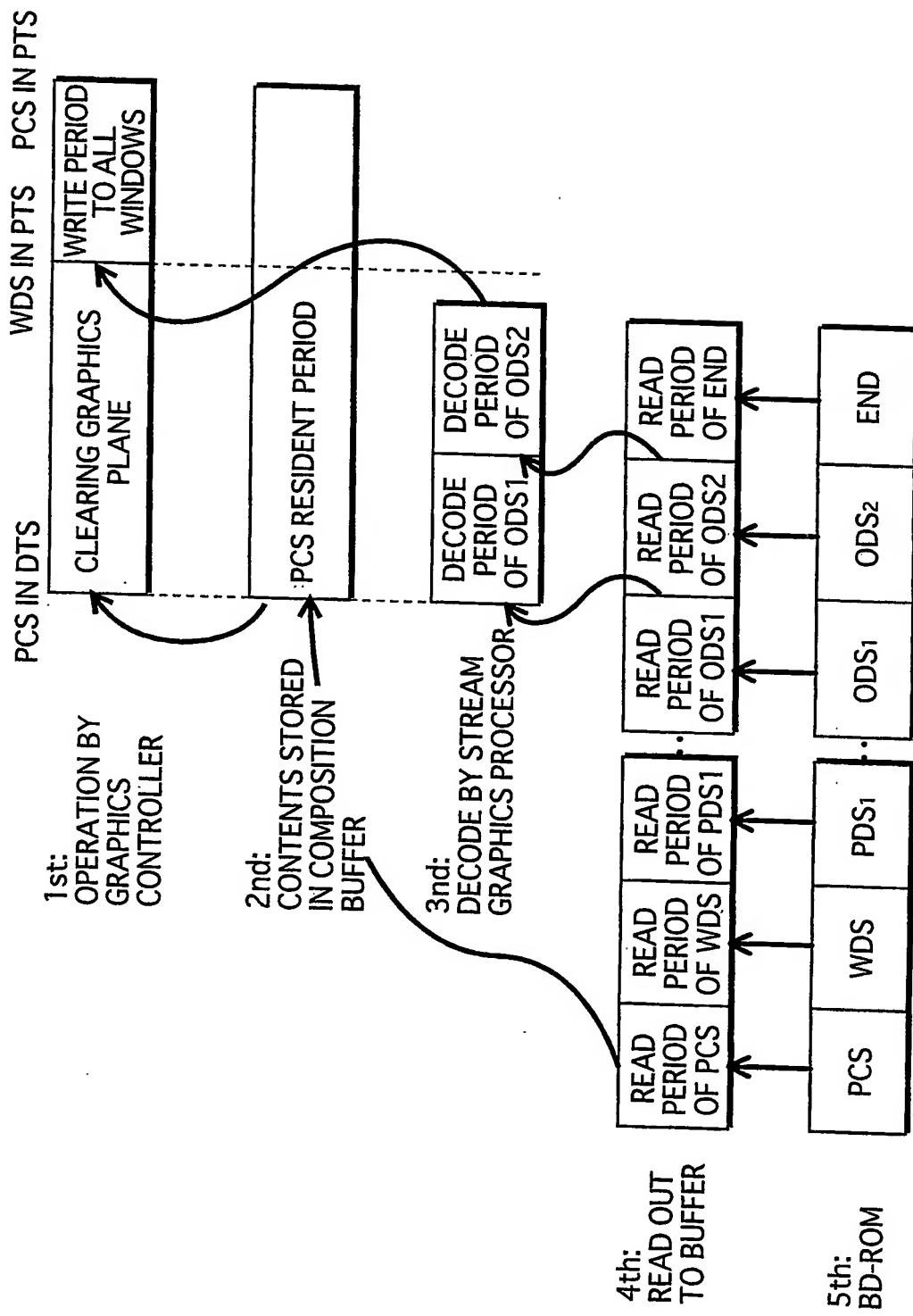
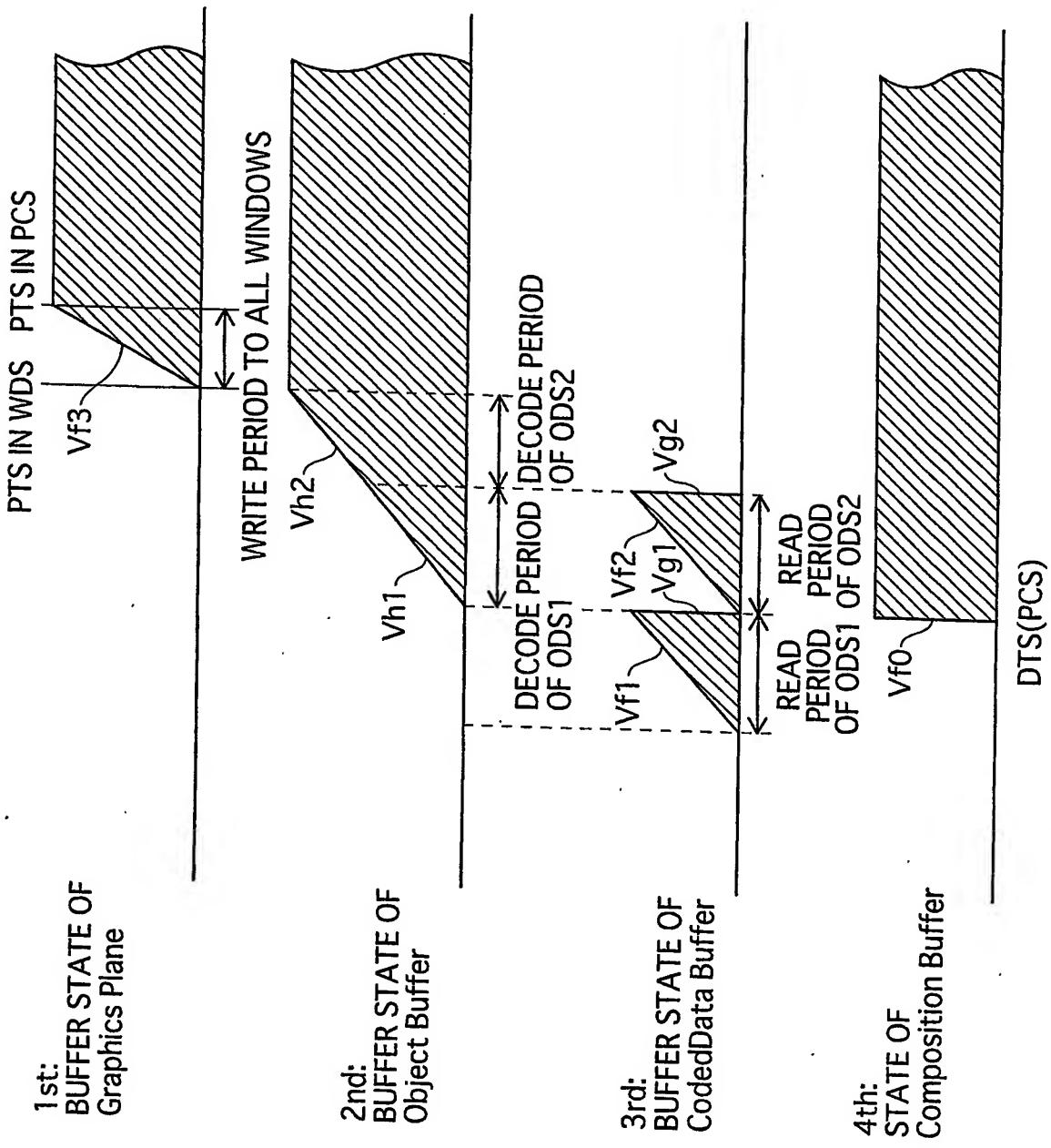


FIG. 30



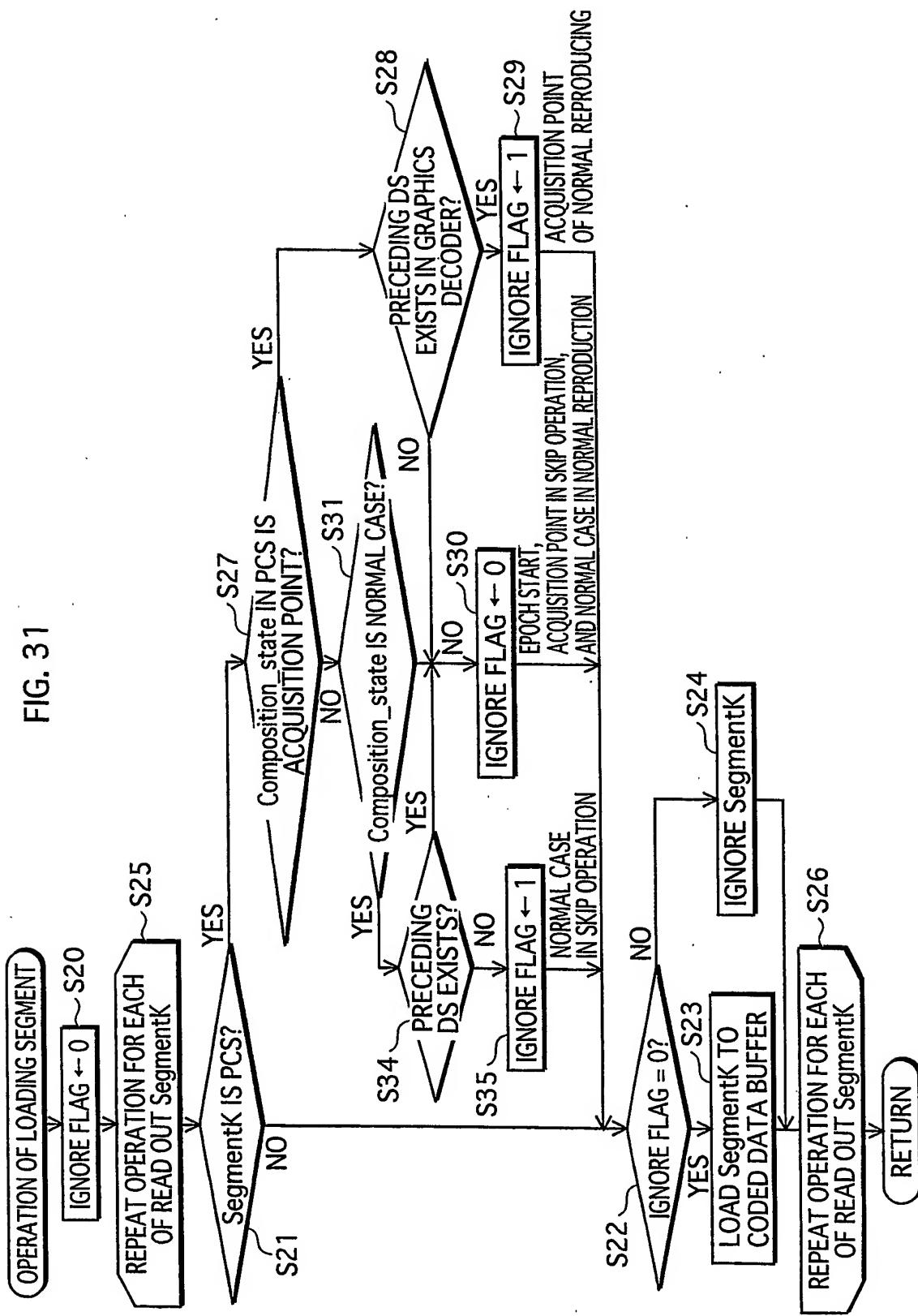


FIG. 32

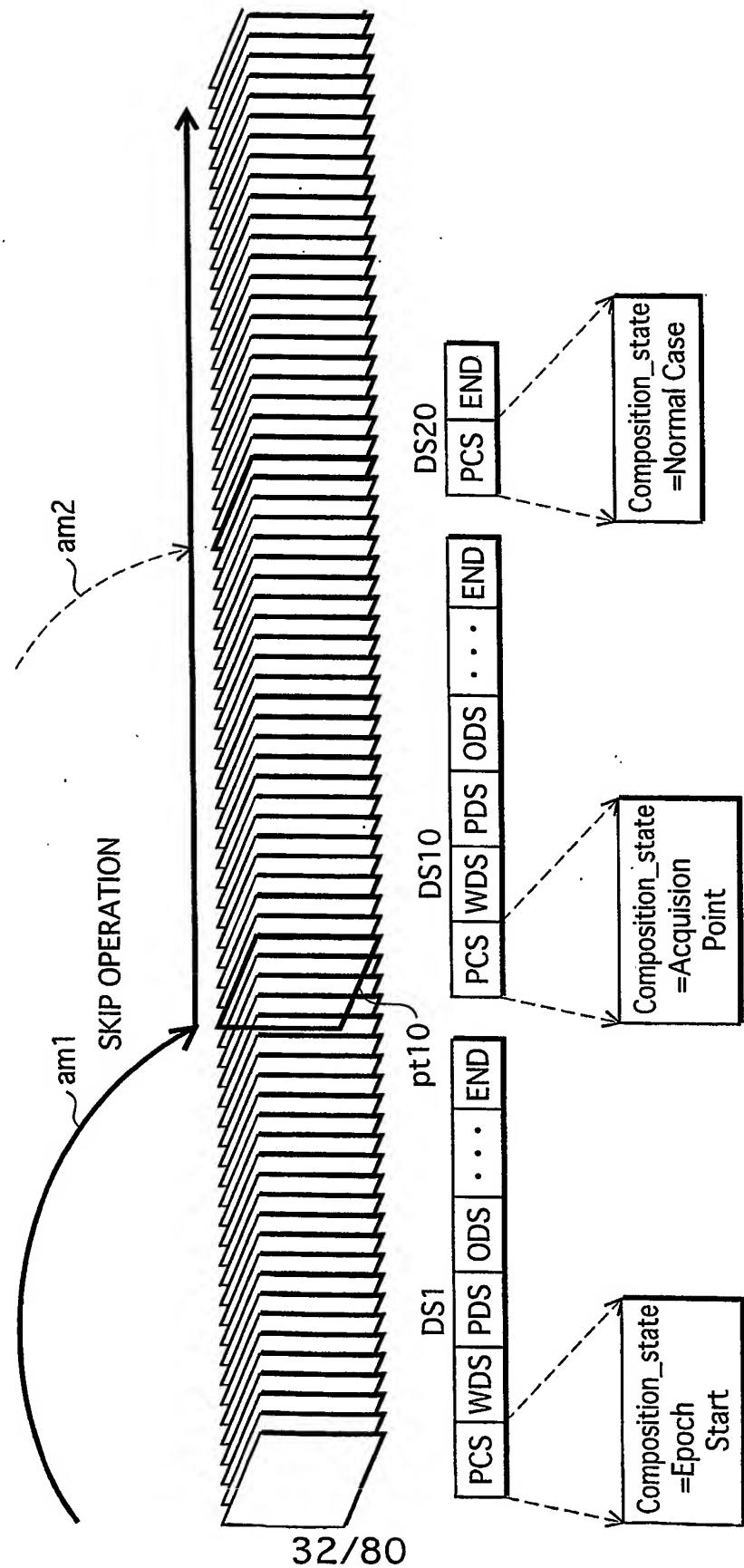


FIG. 33

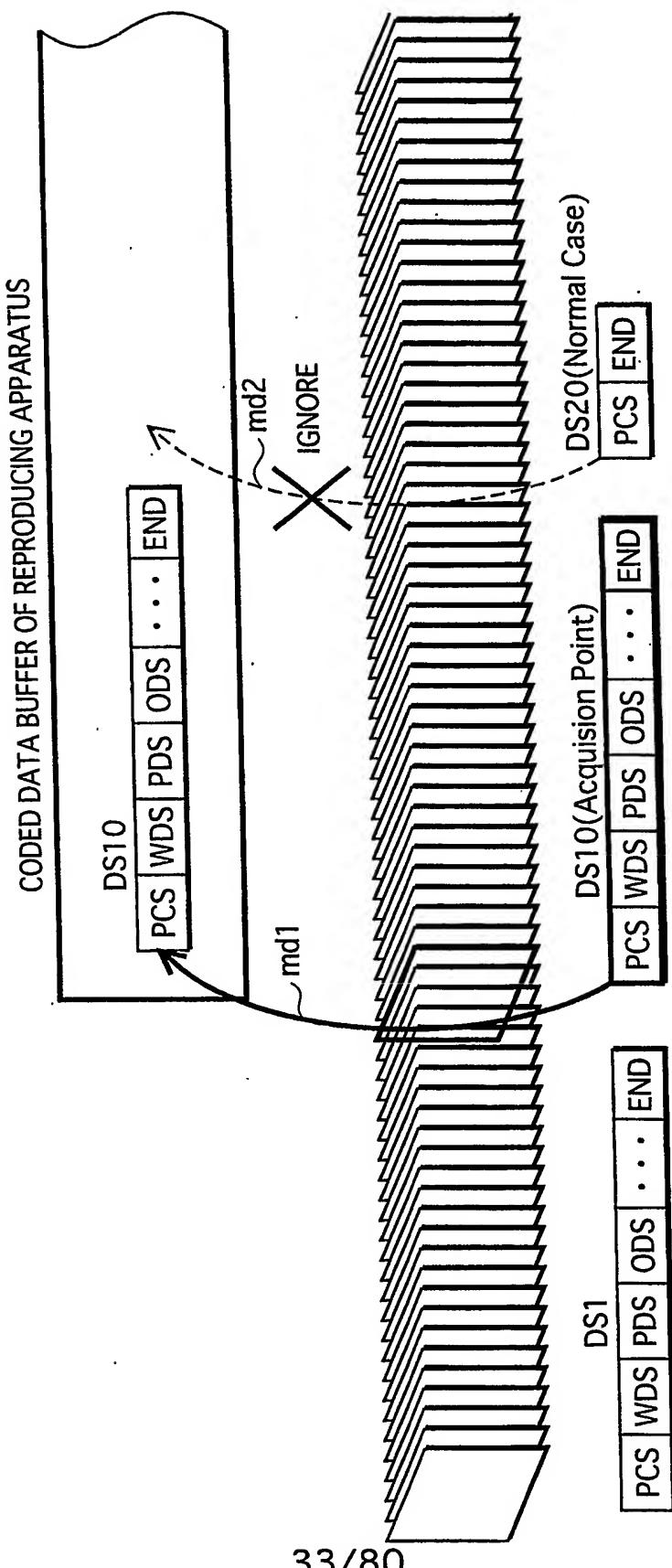


FIG. 34

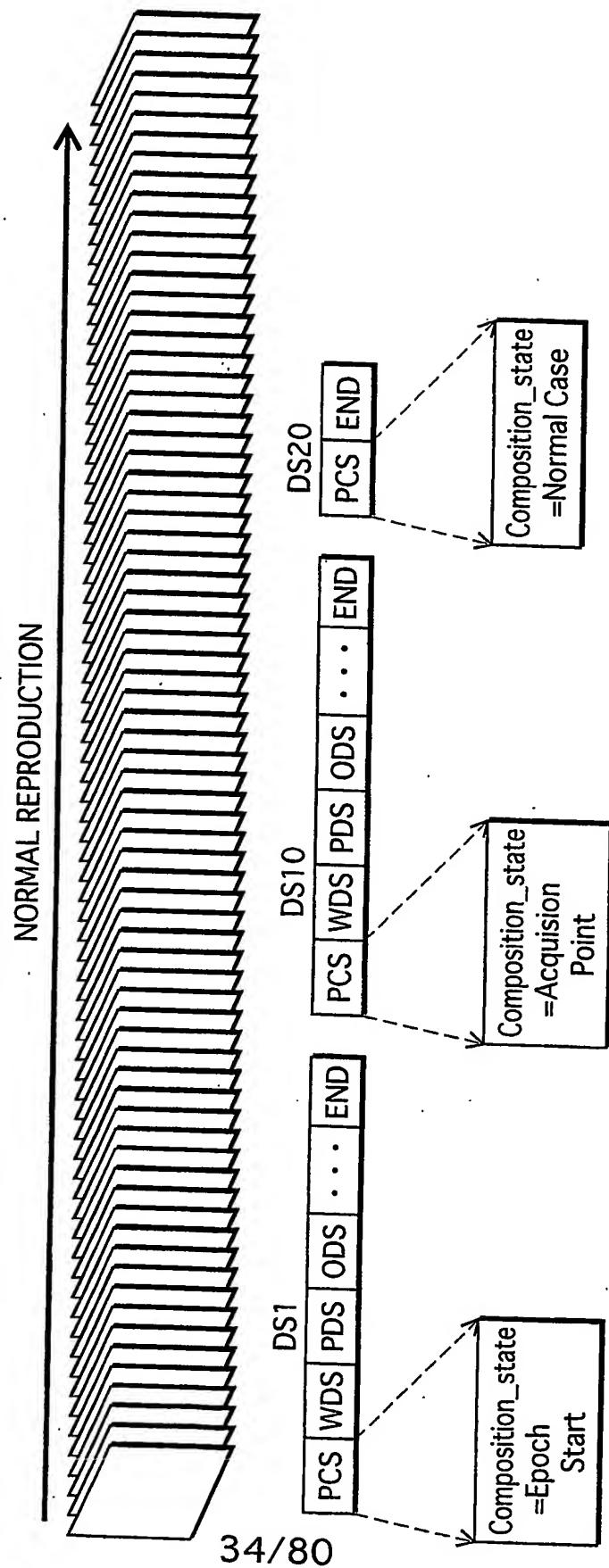
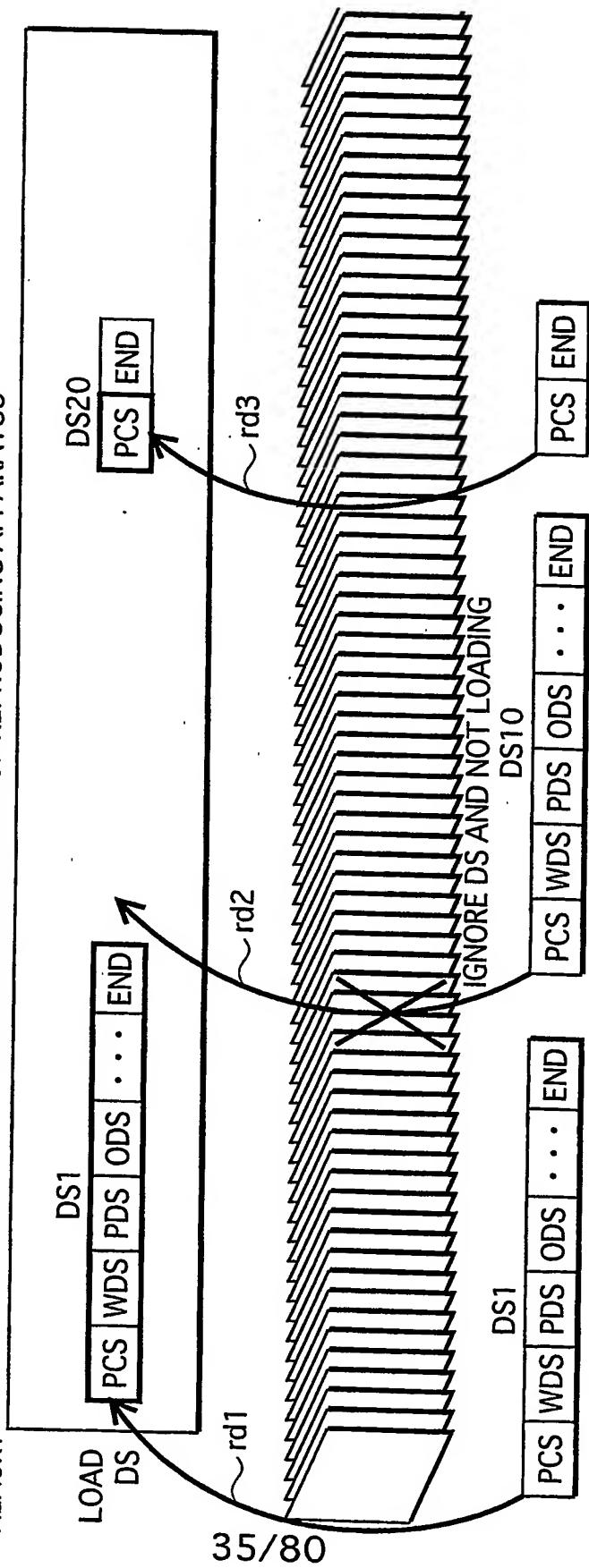


FIG. 35
CODED DATA BUFFER OF REPRODUCING APPARATUS



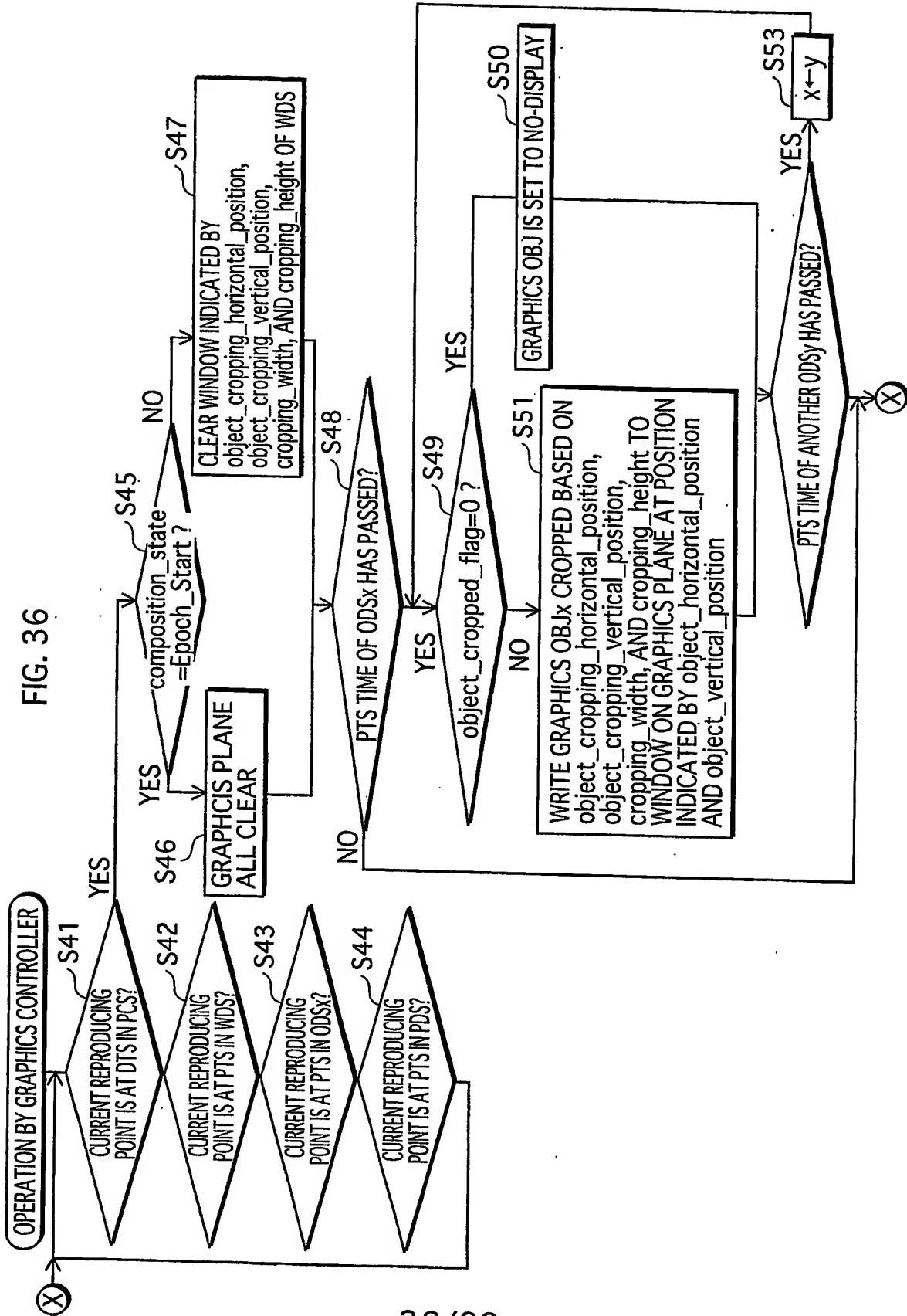


FIG. 37

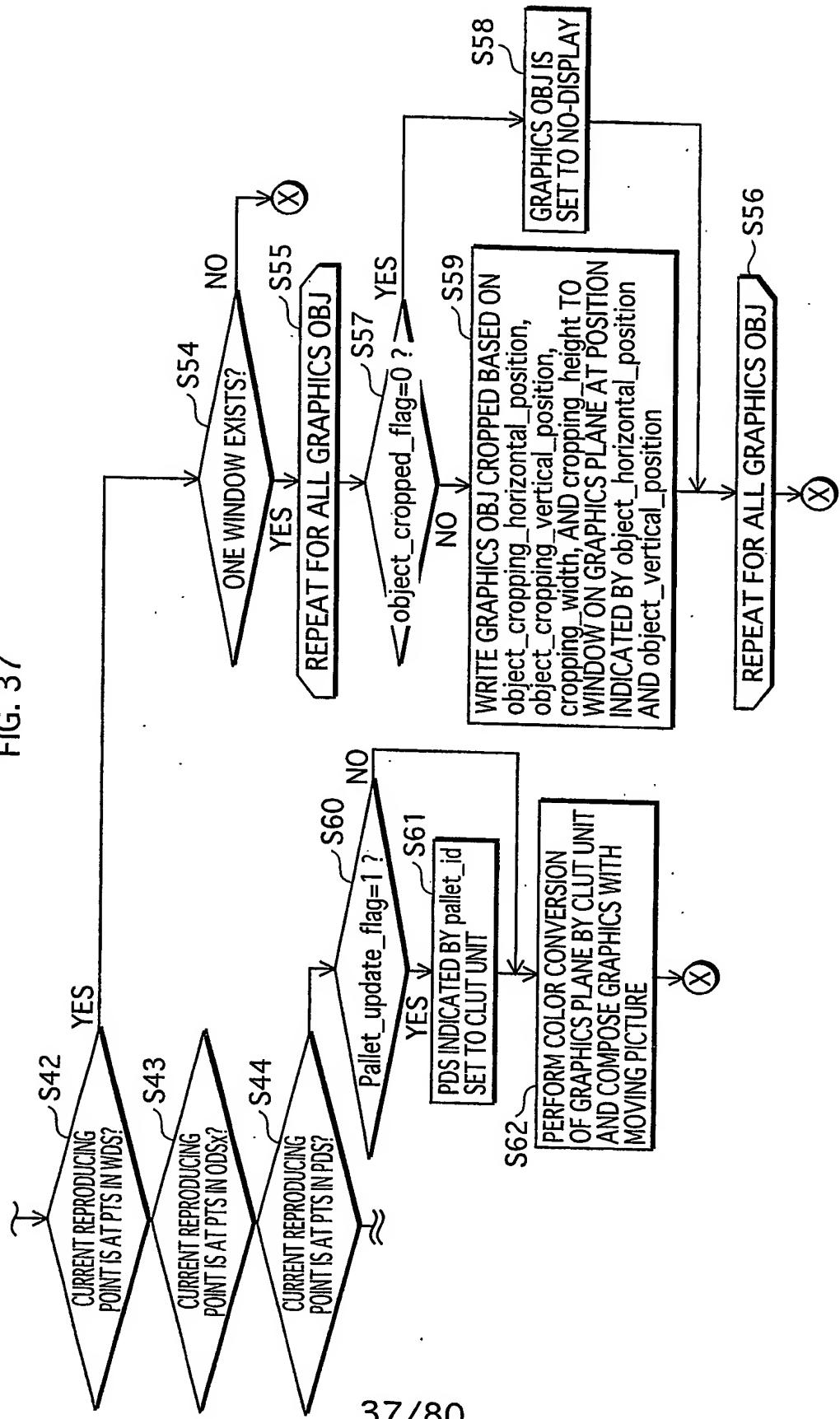


FIG. 38

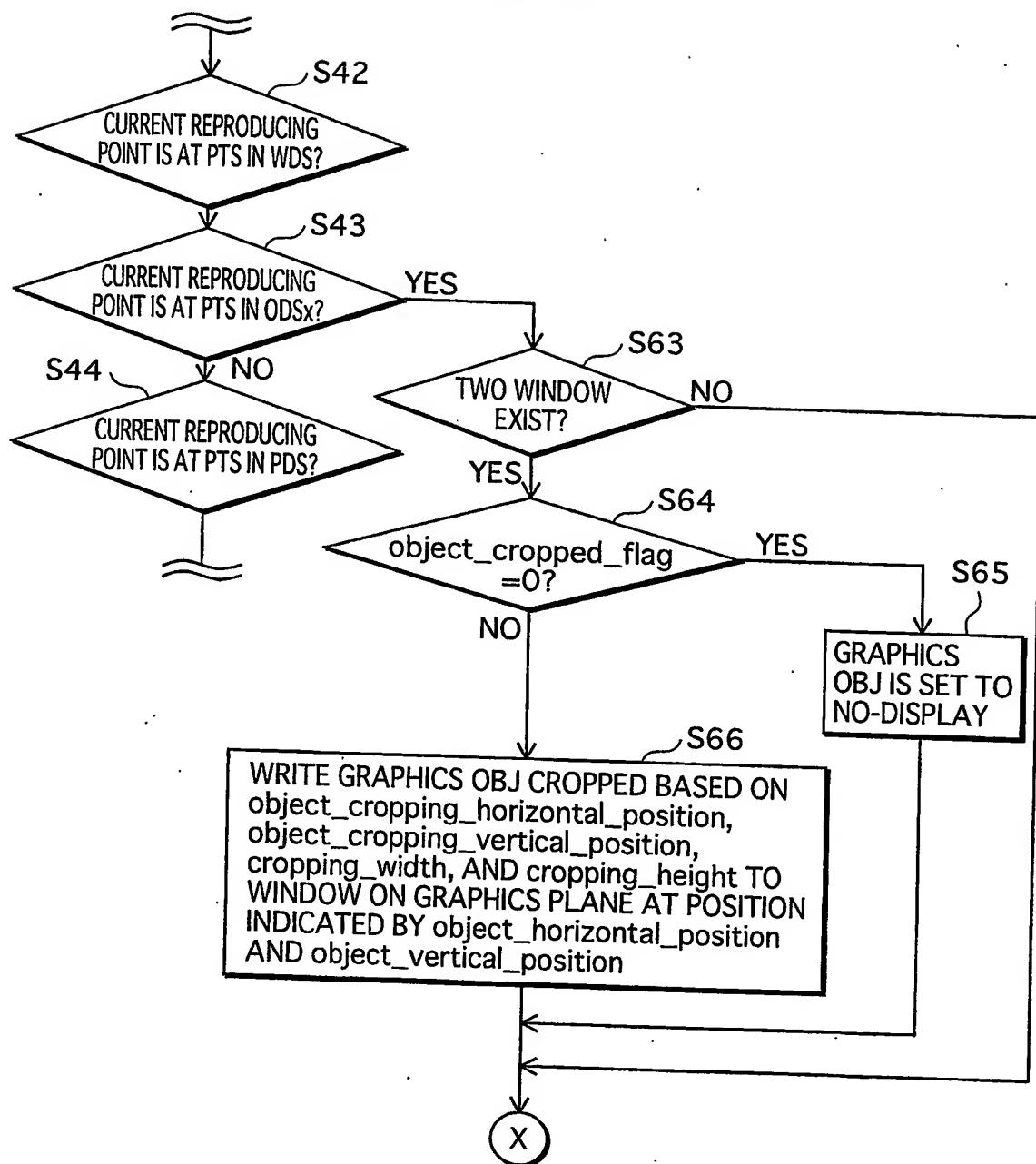


FIG. 39

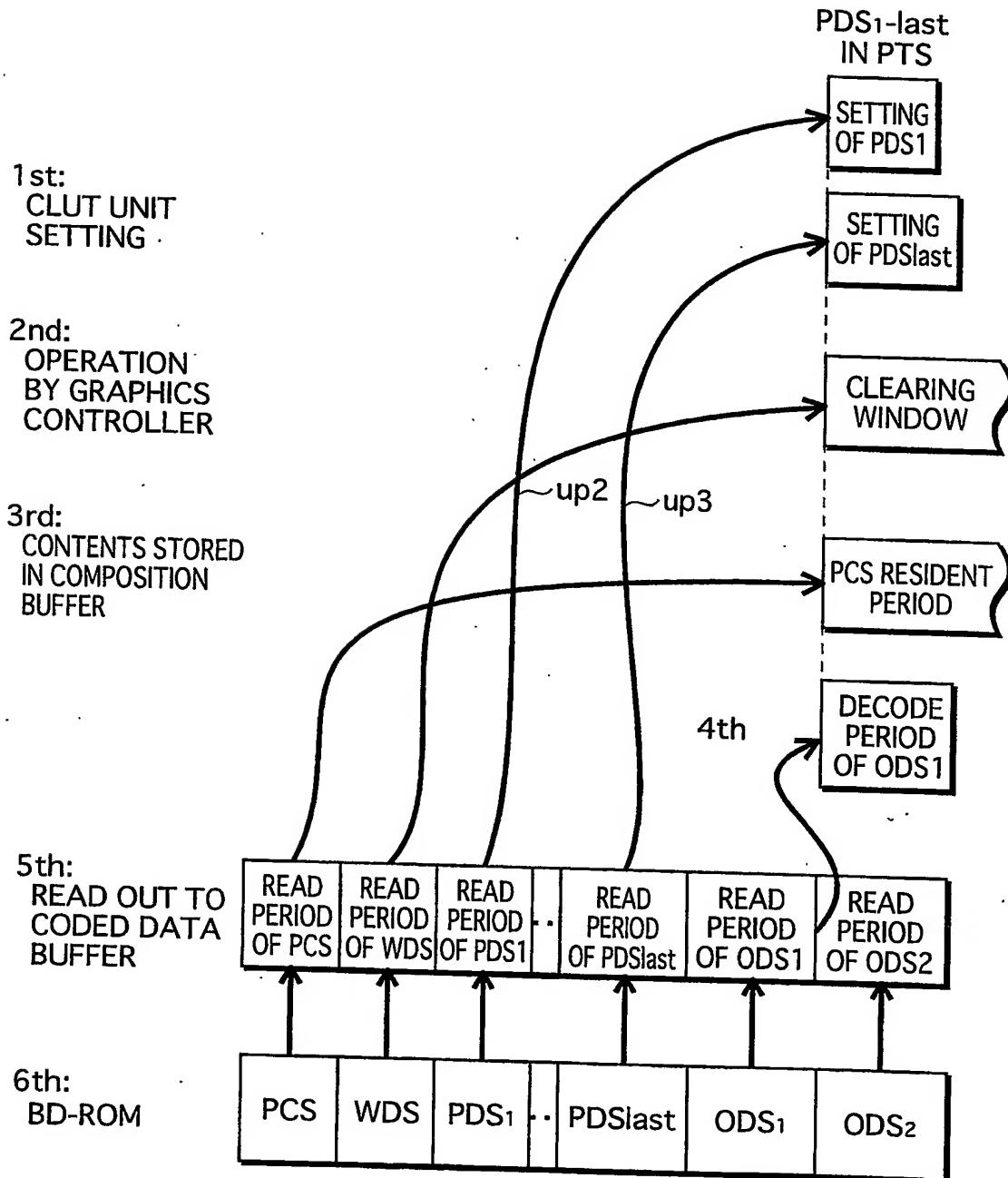
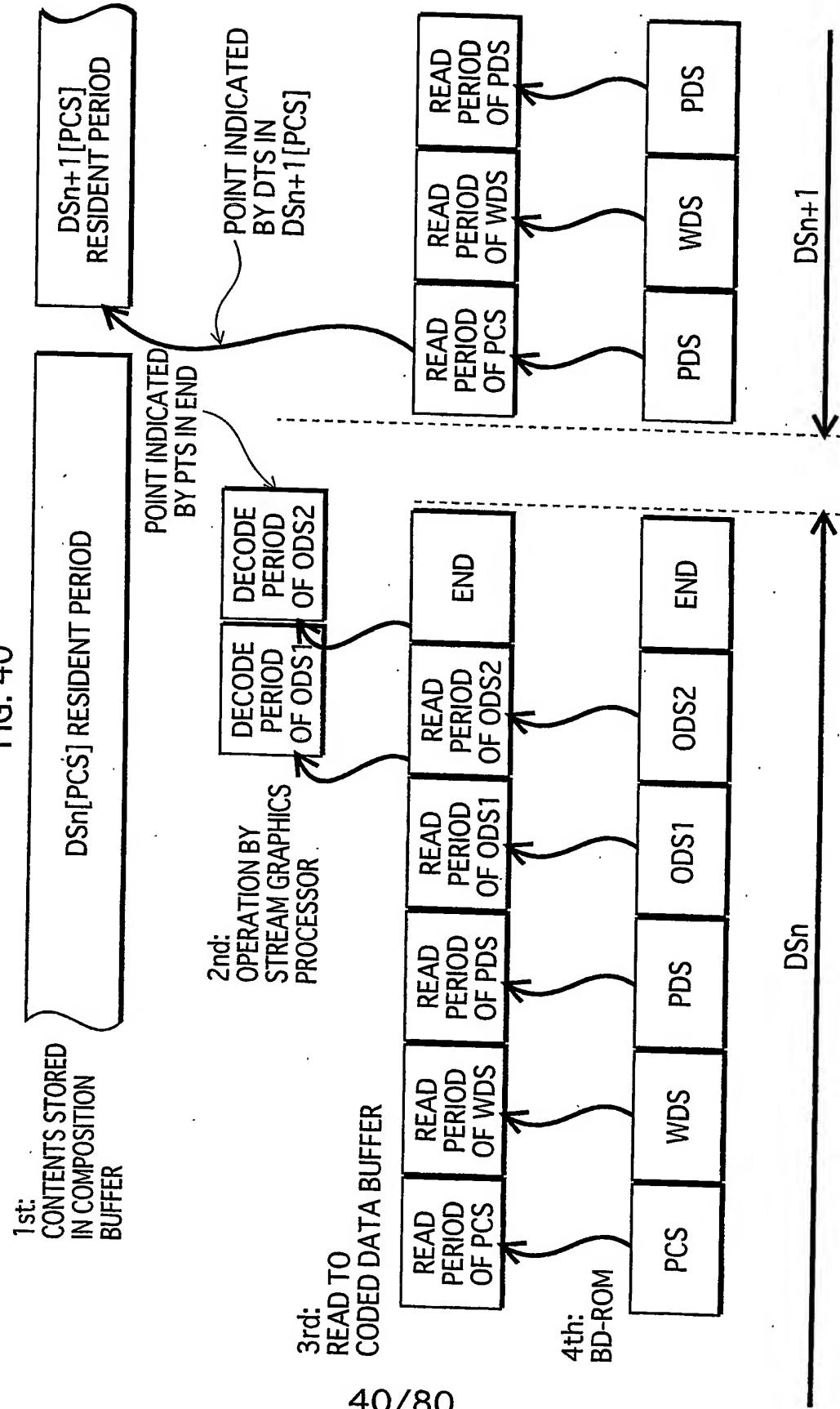


FIG. 40



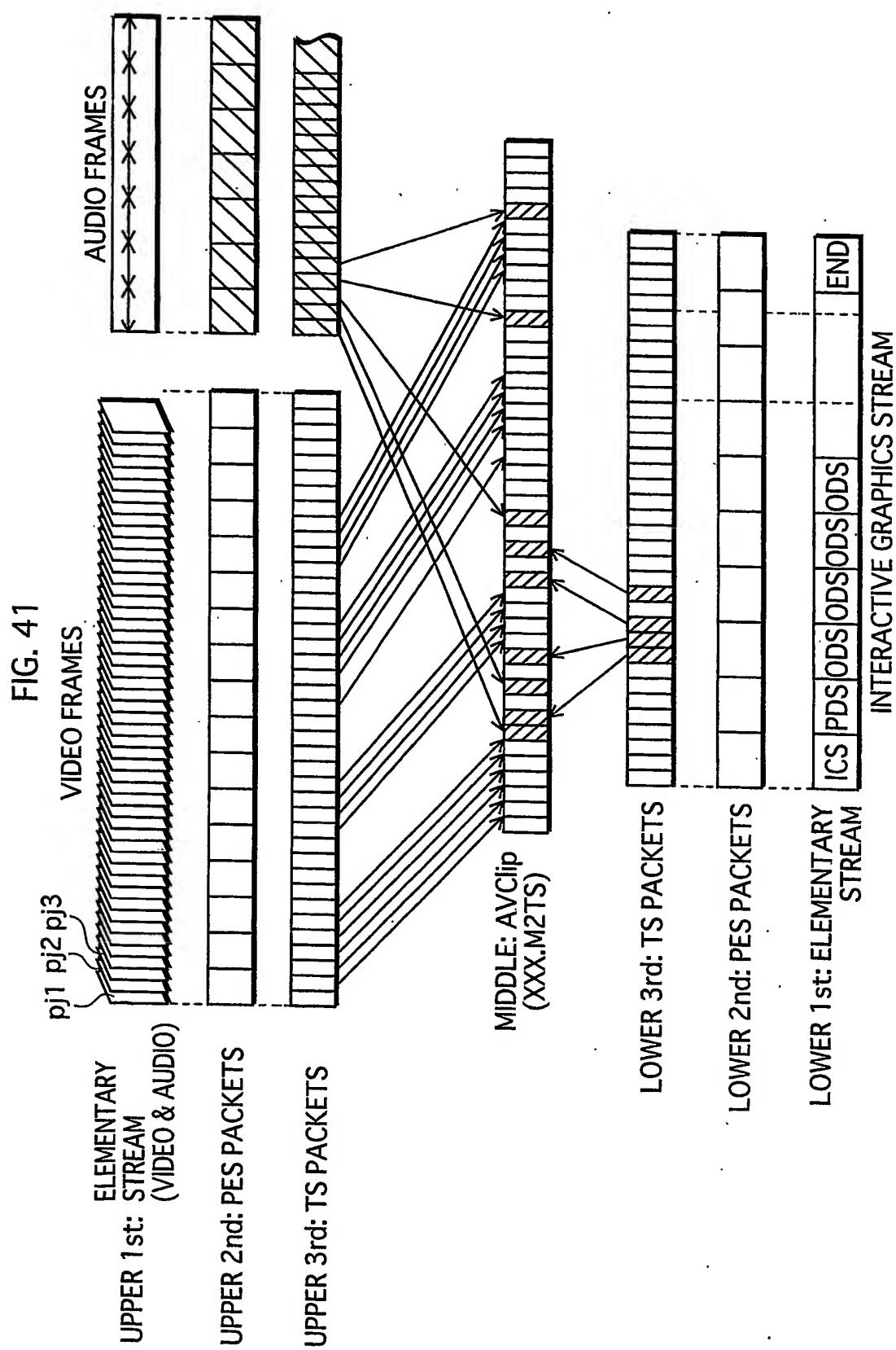


FIG.42A

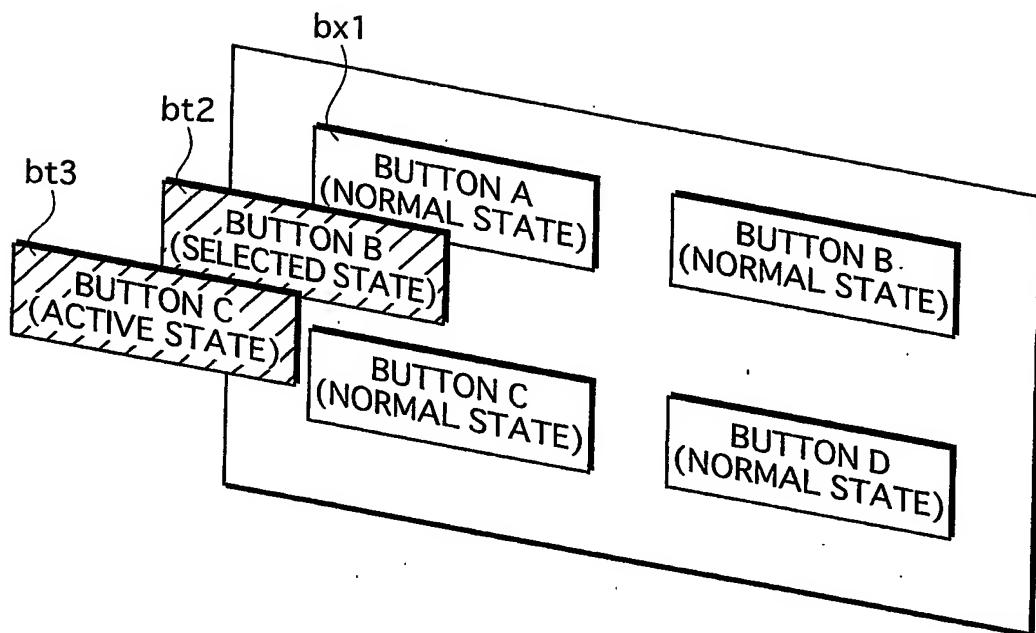


FIG.42B

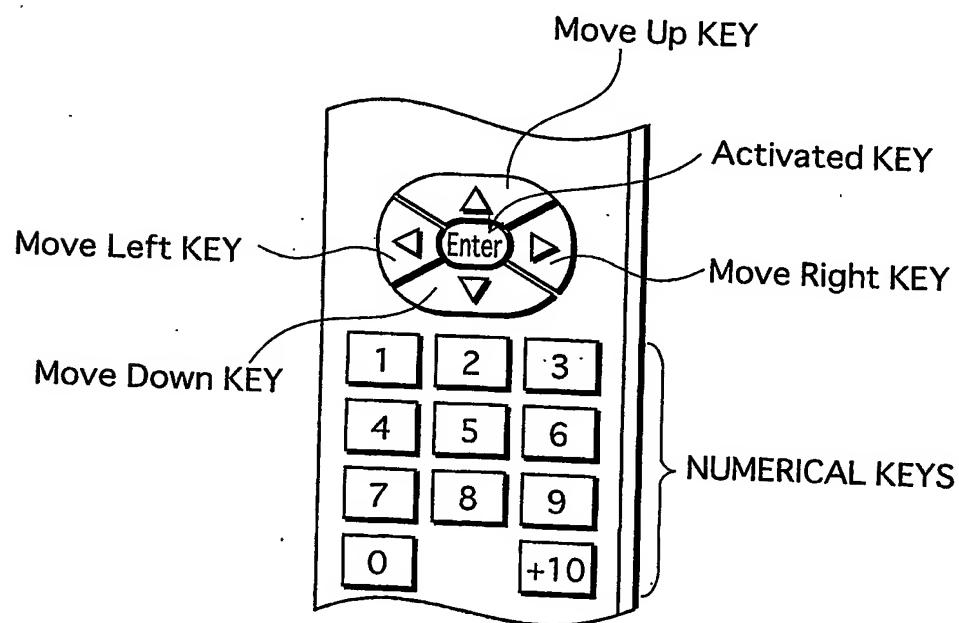
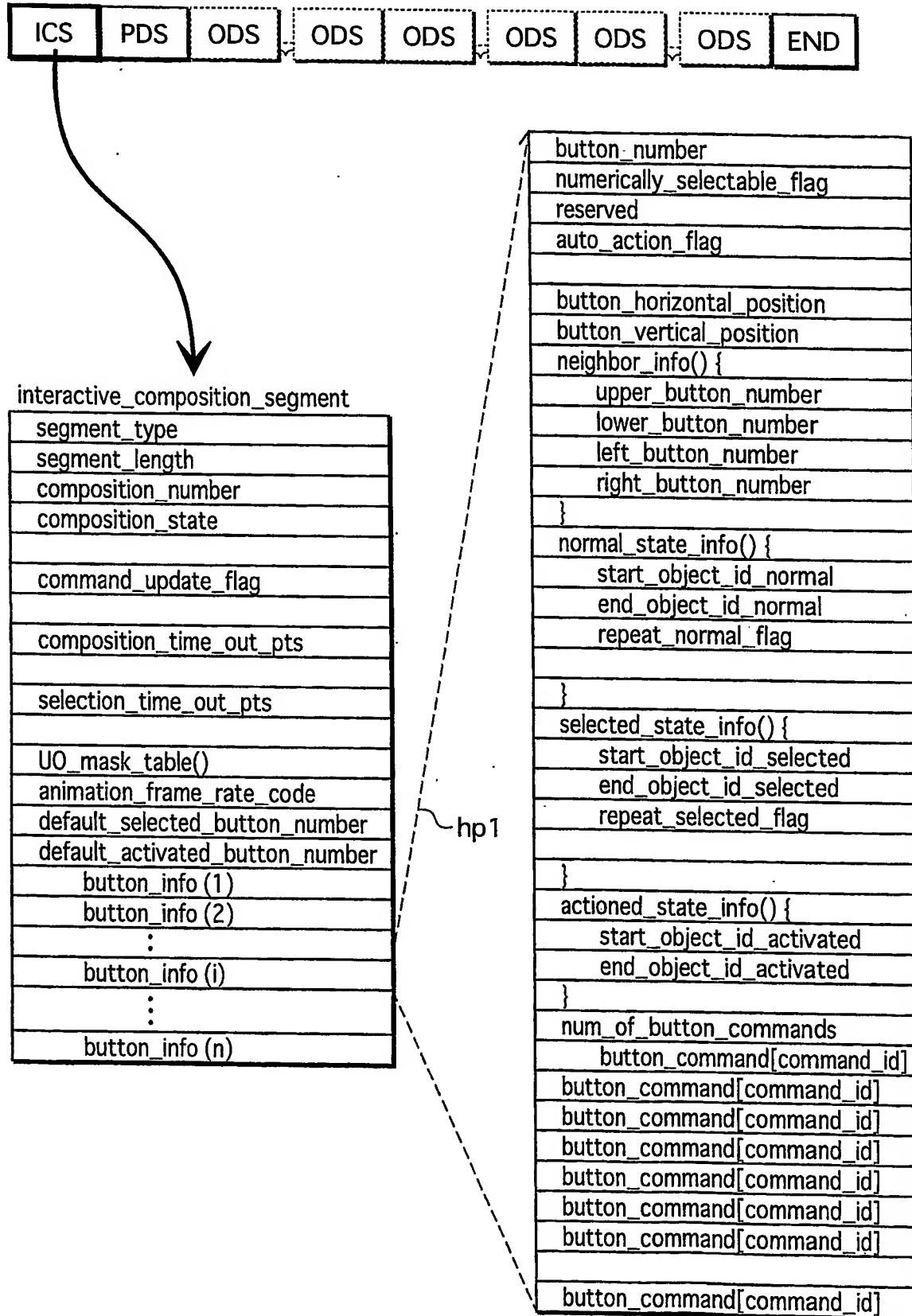


FIG.43



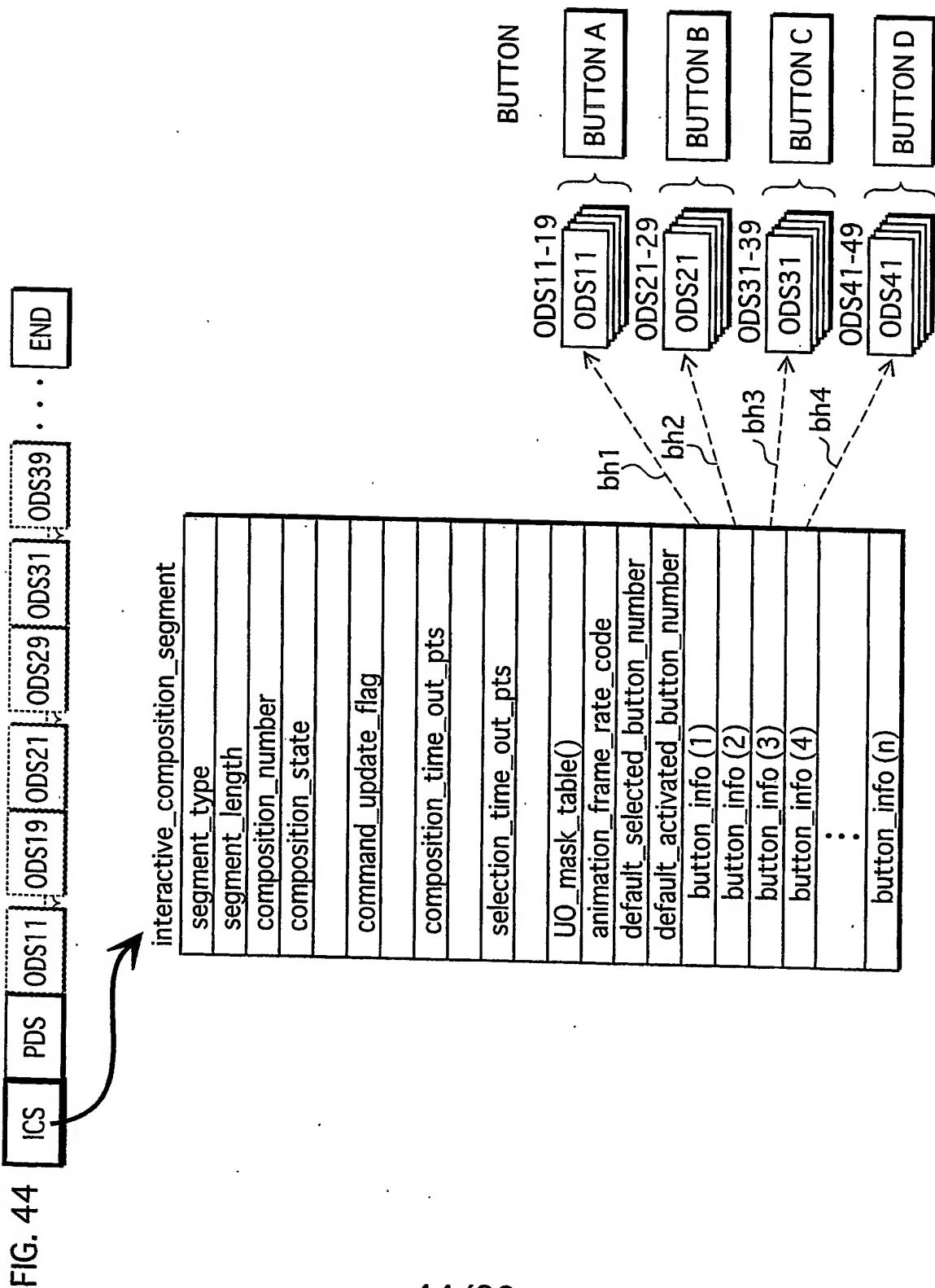


FIG. 45 PICTURE pt1 TO BE DISPLAYED IN SYNC

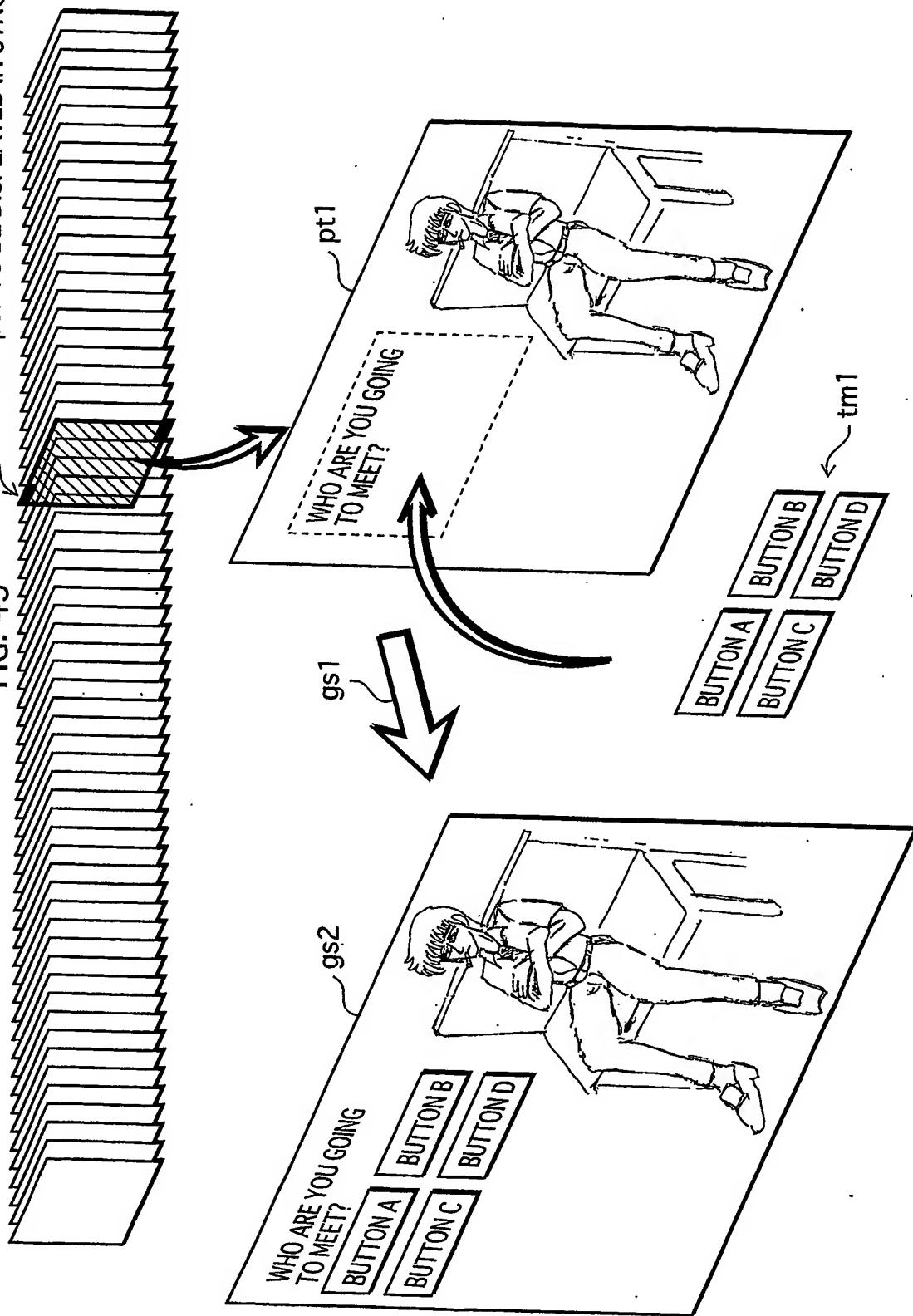
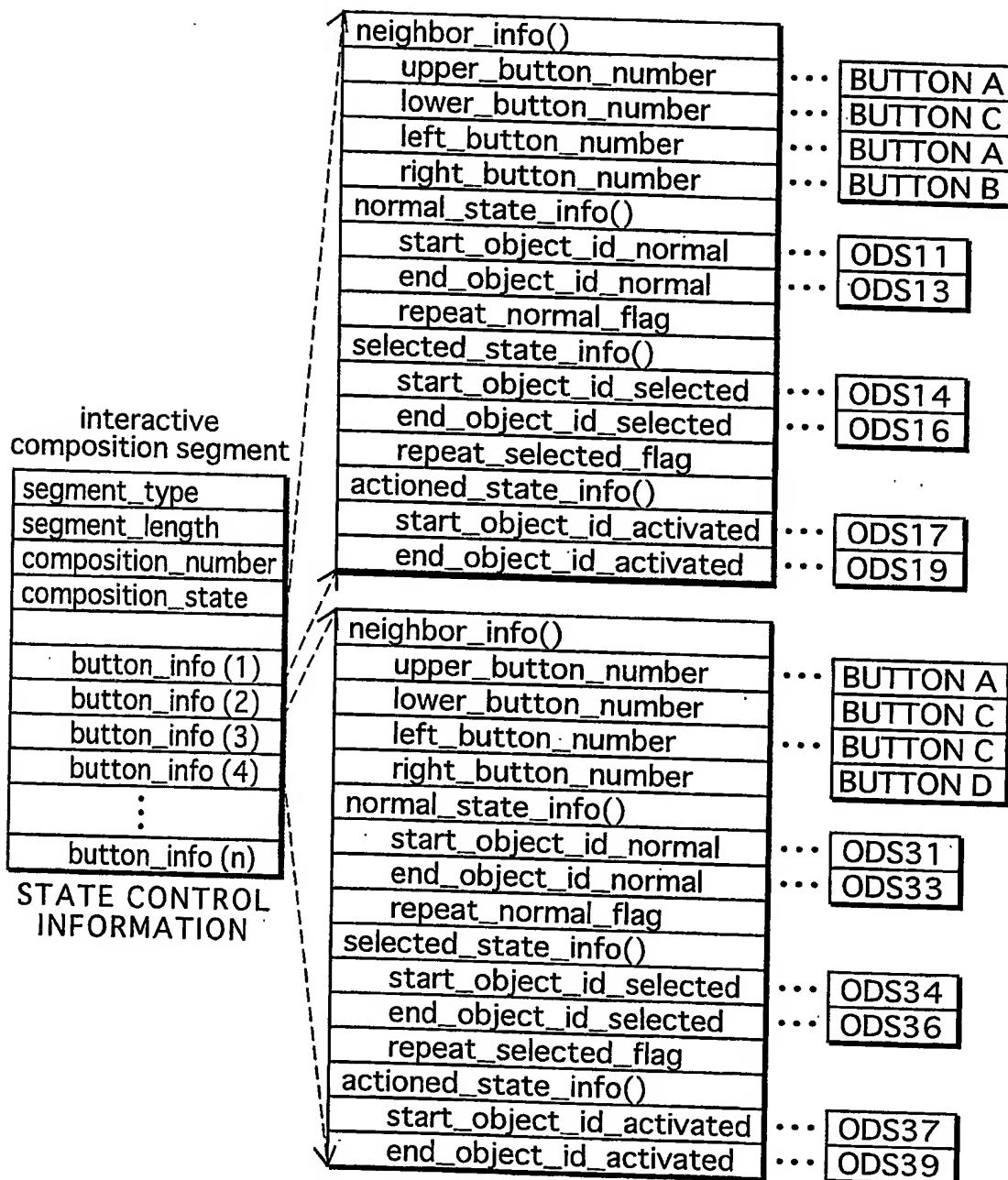


FIG.46



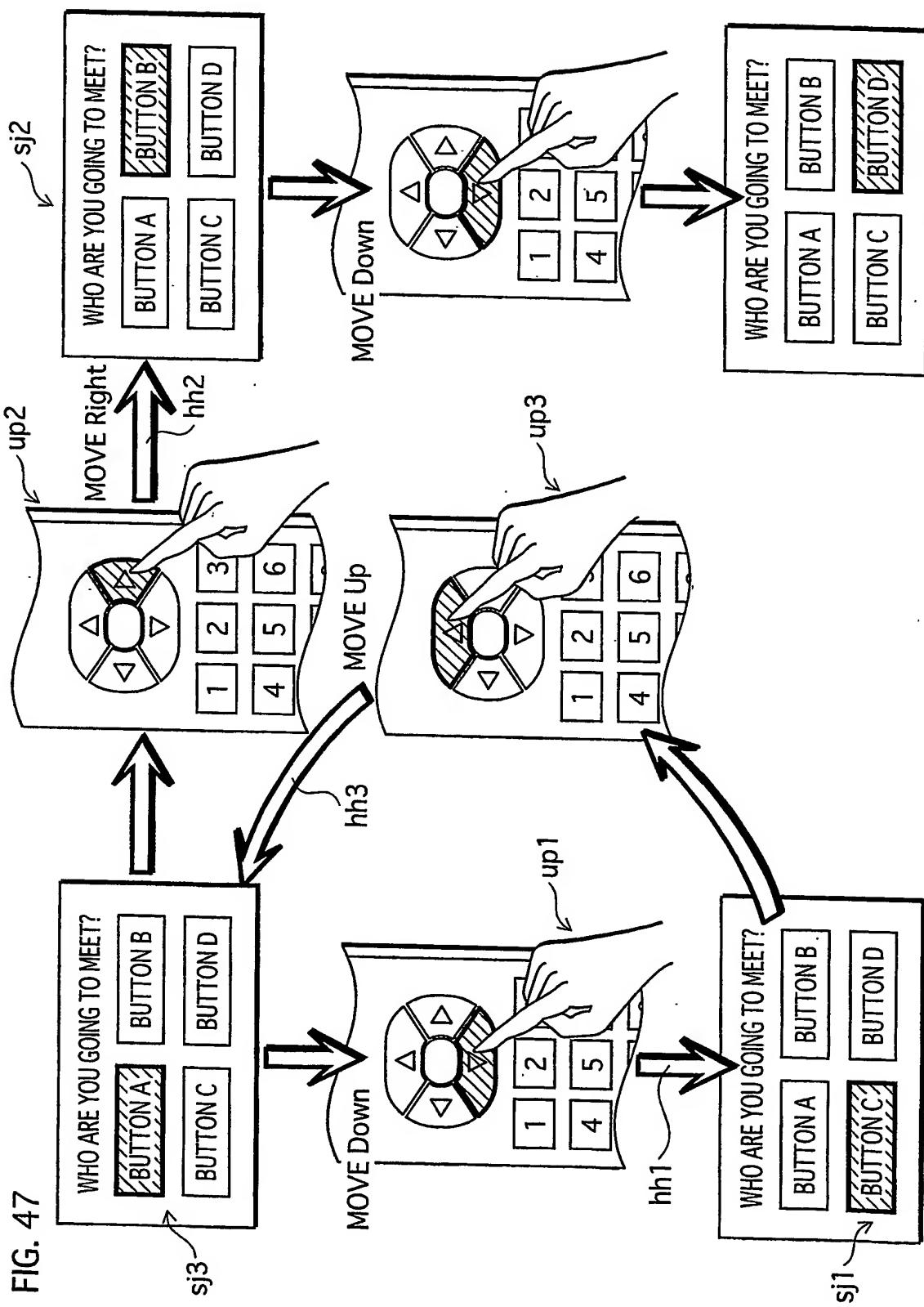


FIG.48

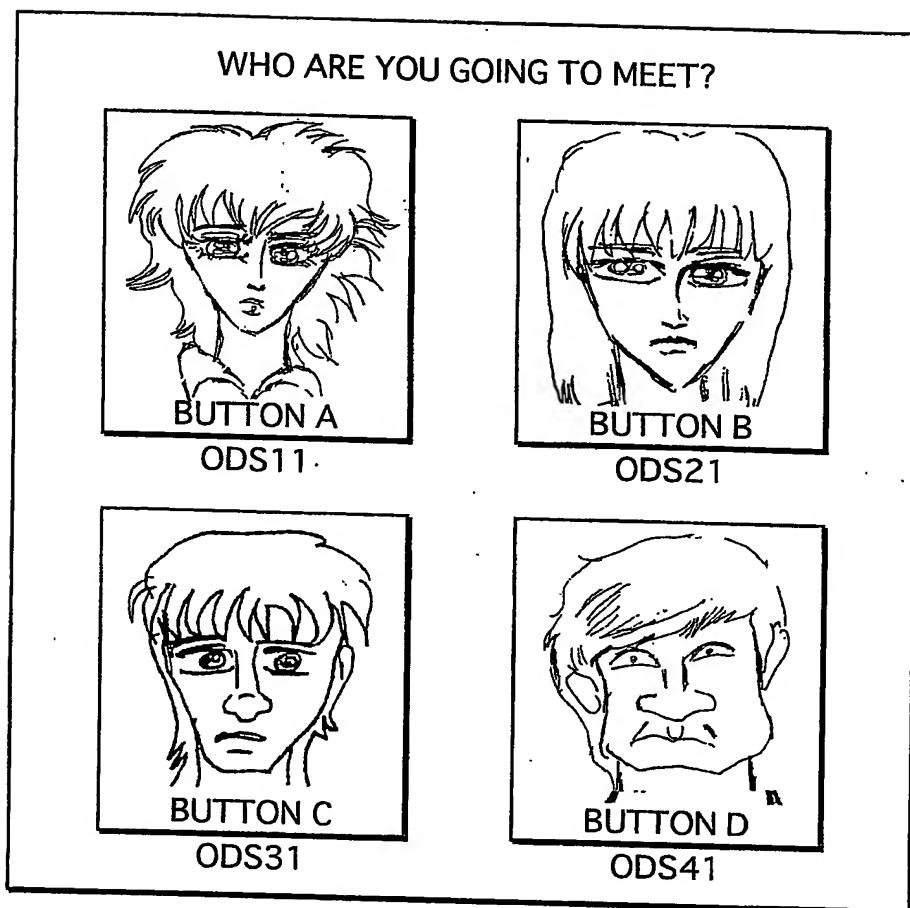


FIG.49

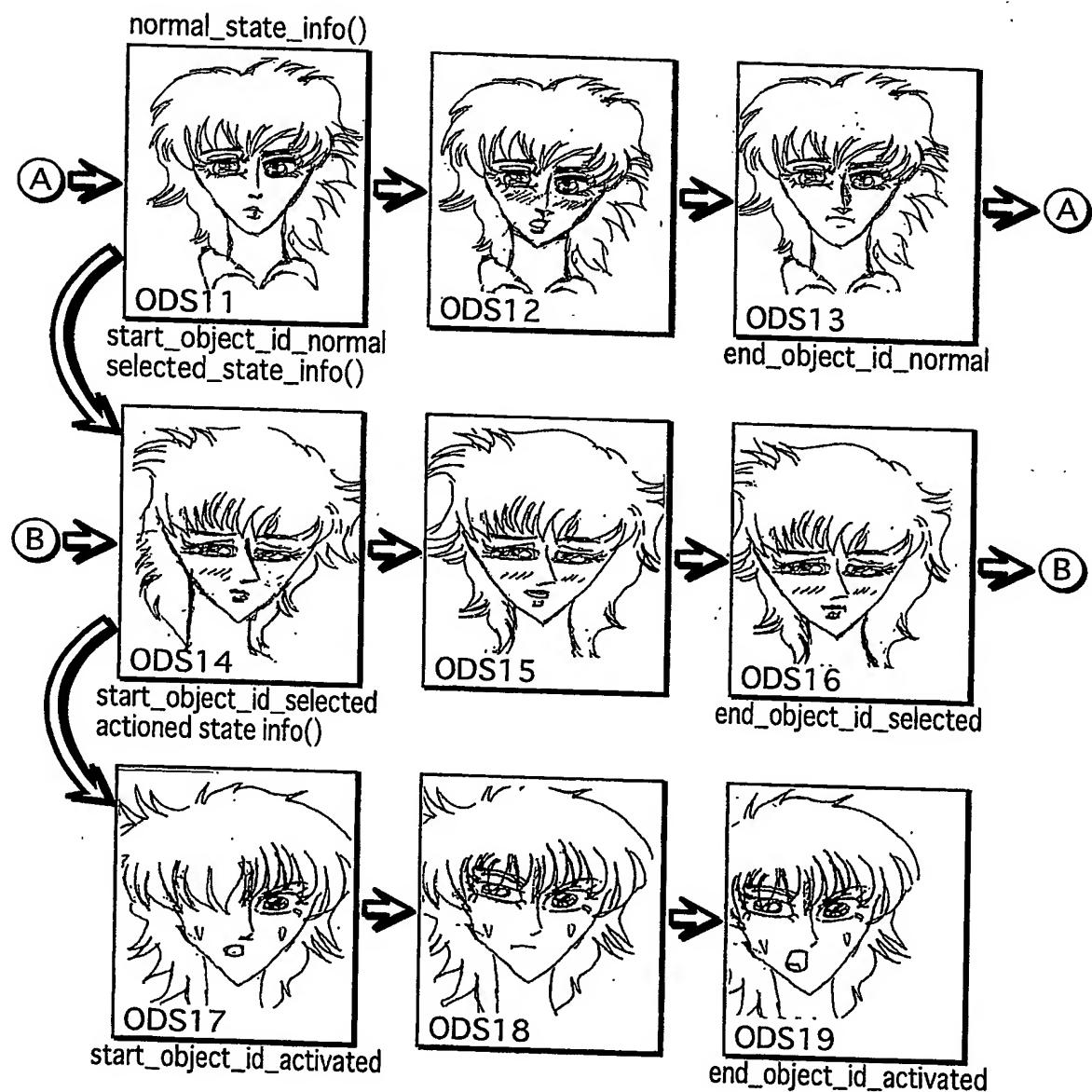


FIG. 50

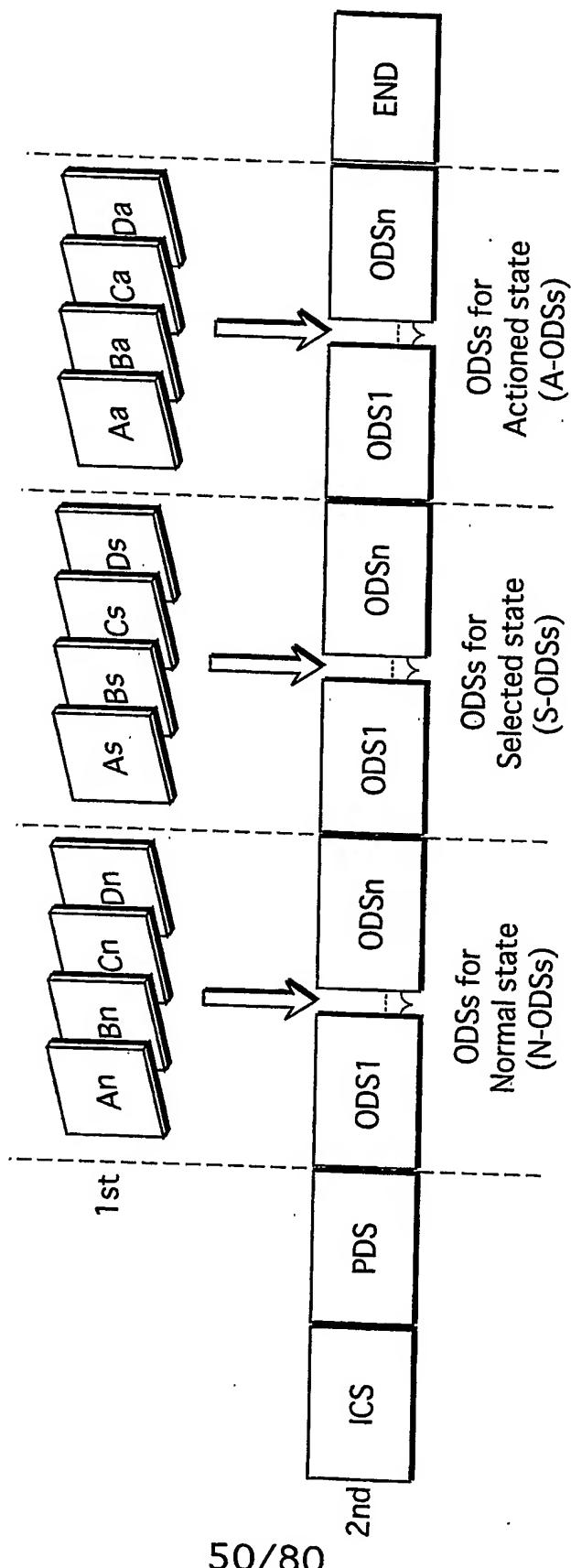


FIG.51

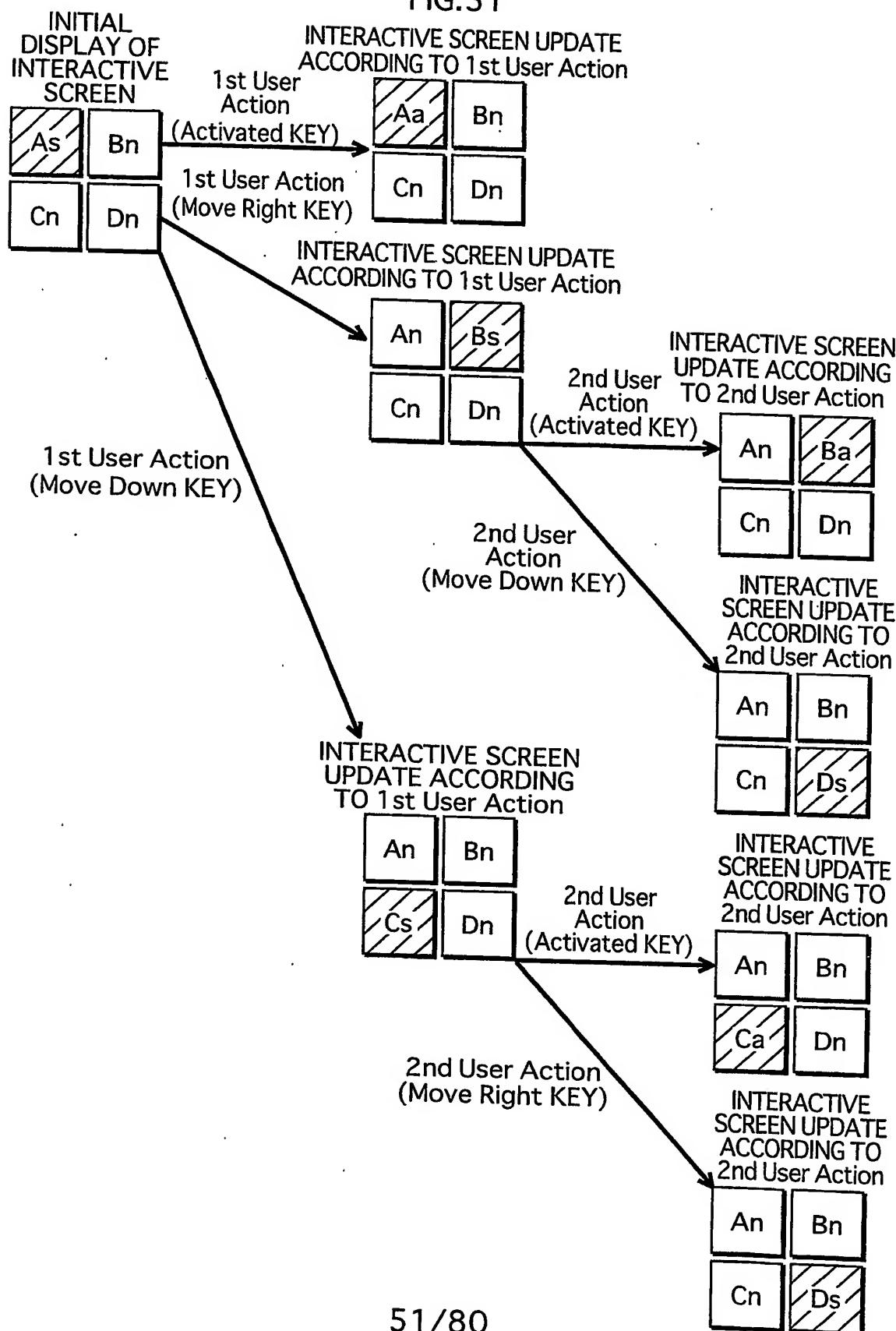


FIG. 52

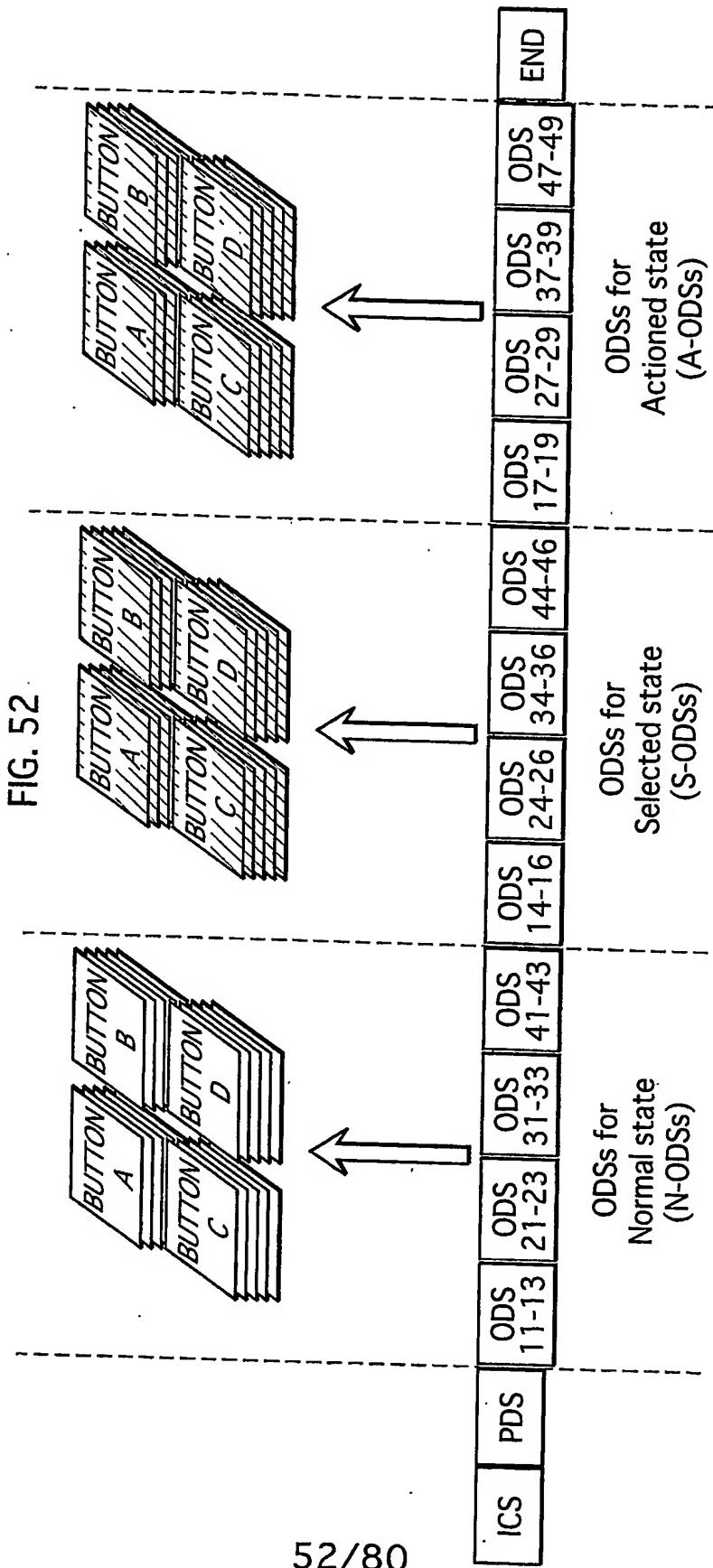


FIG. 53

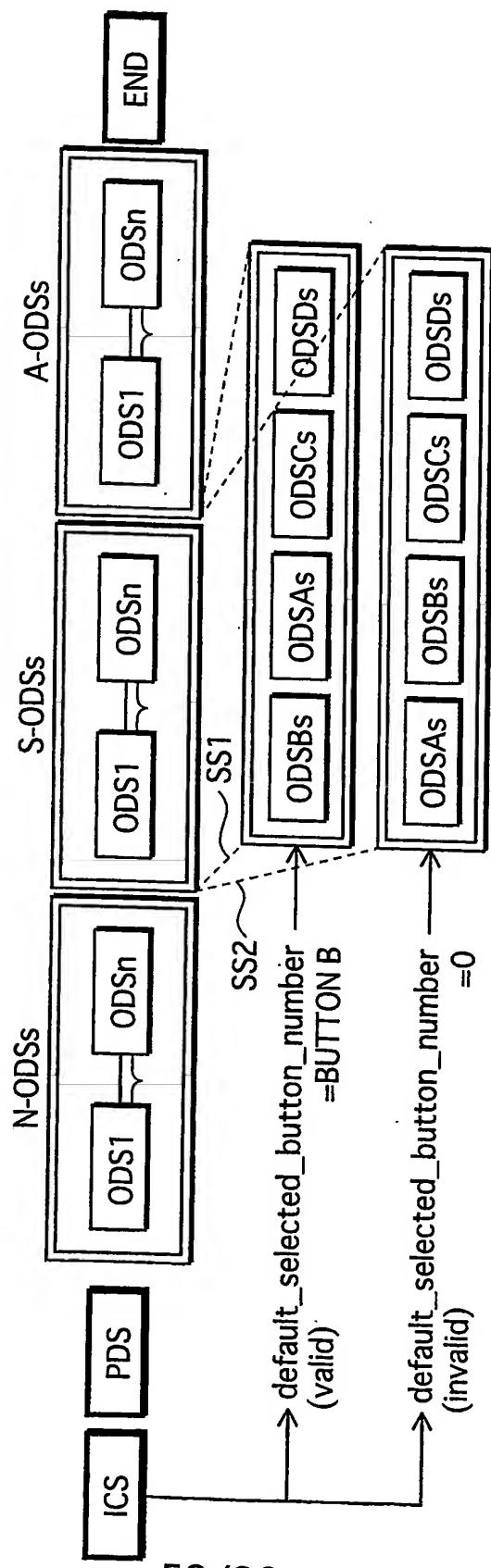


FIG. 54A
default_selected_button_number is indicated

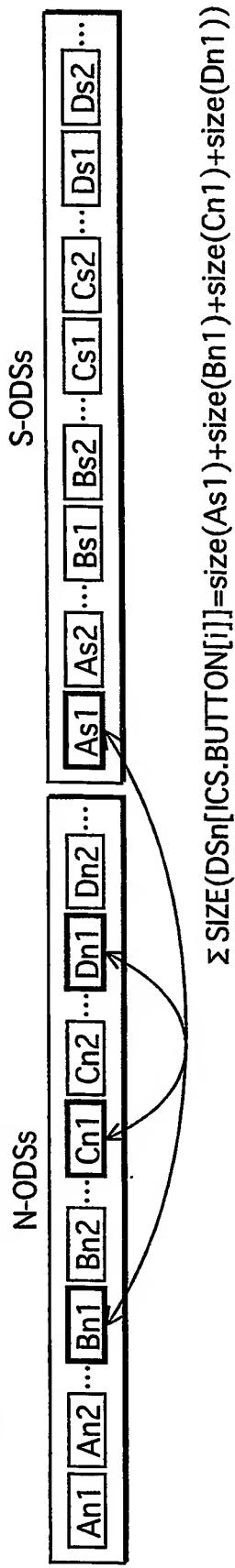


FIG. 54B

default_selected_button_number=0

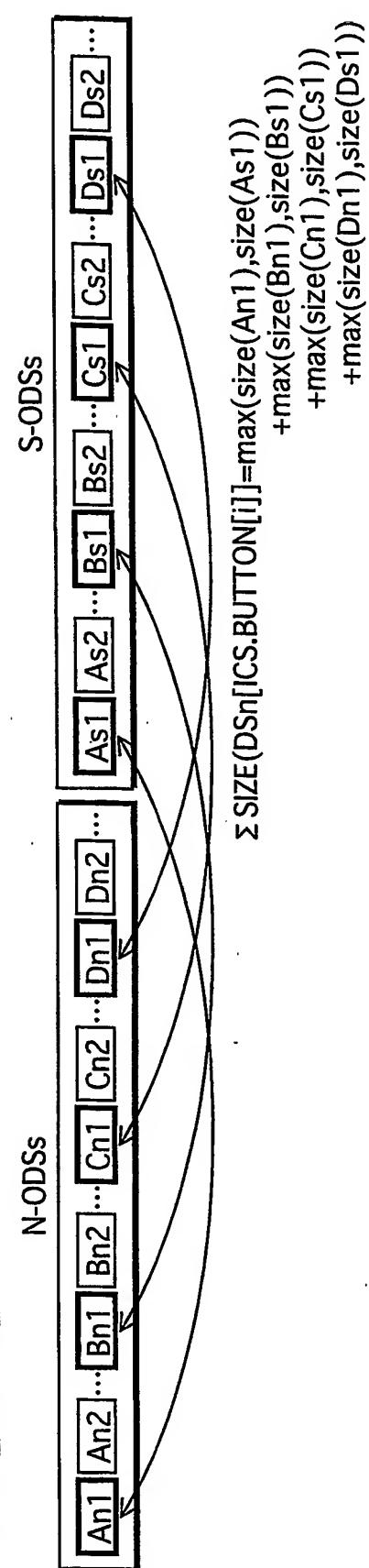


FIG. 55

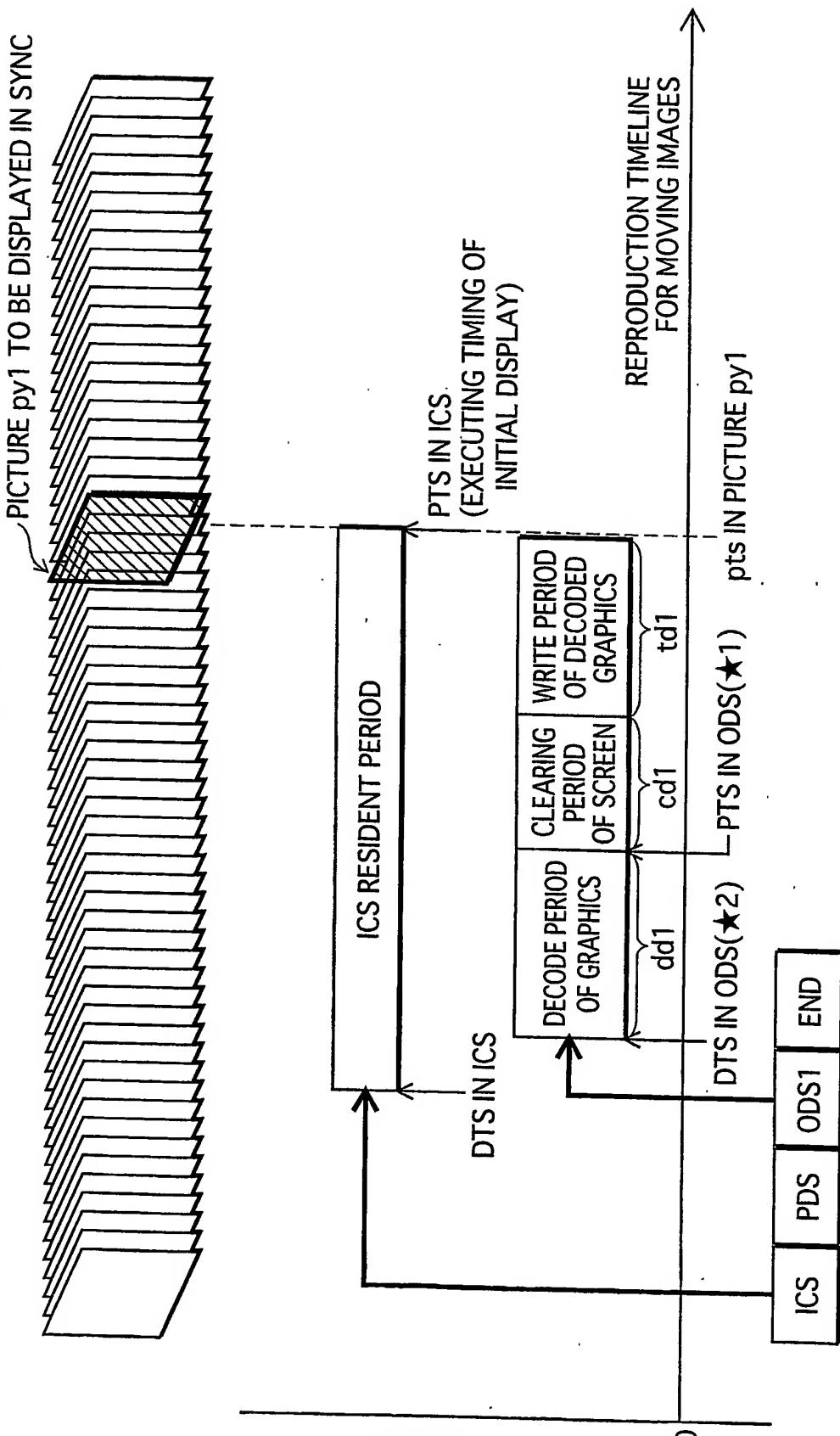
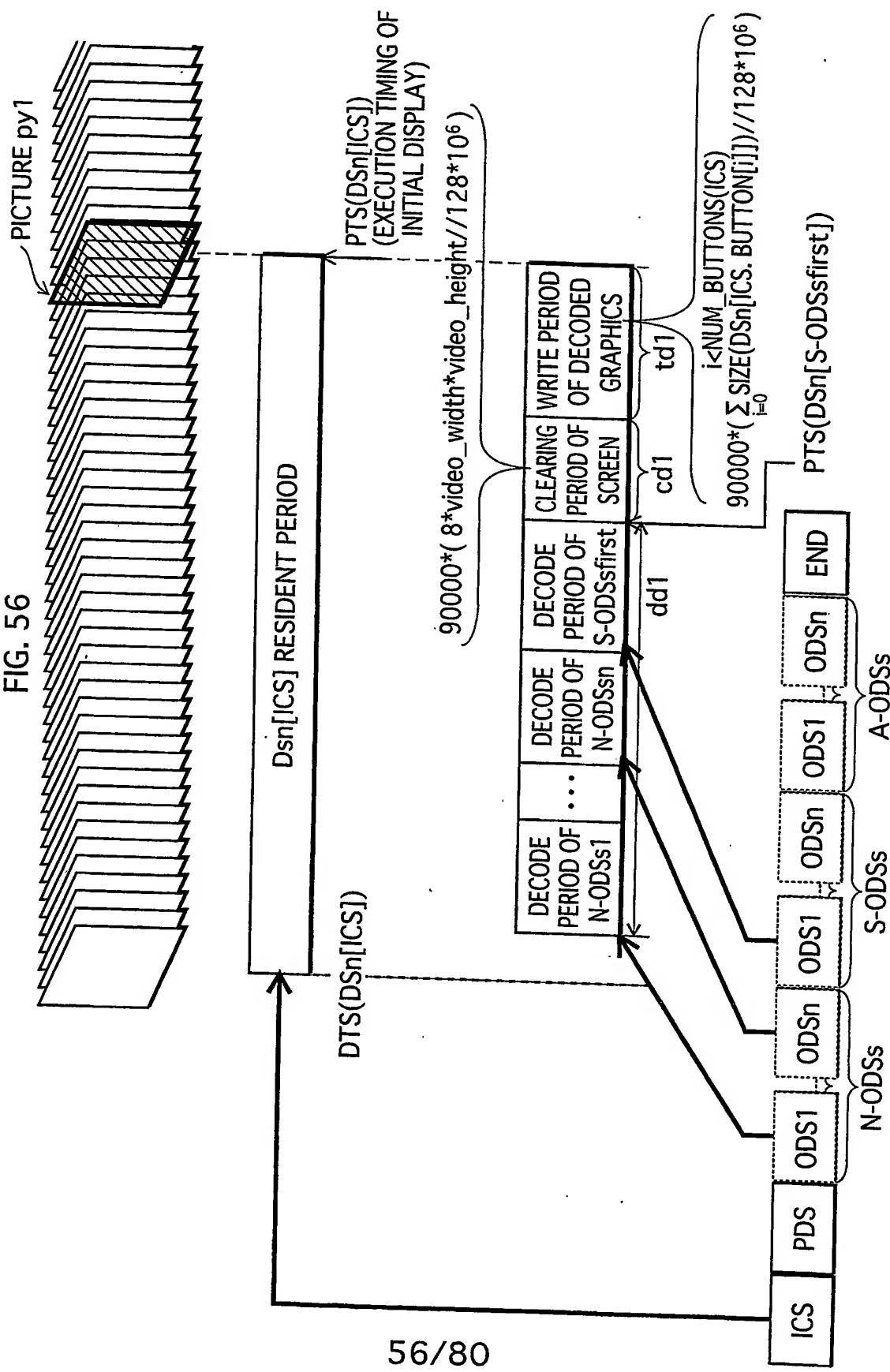


FIG. 56



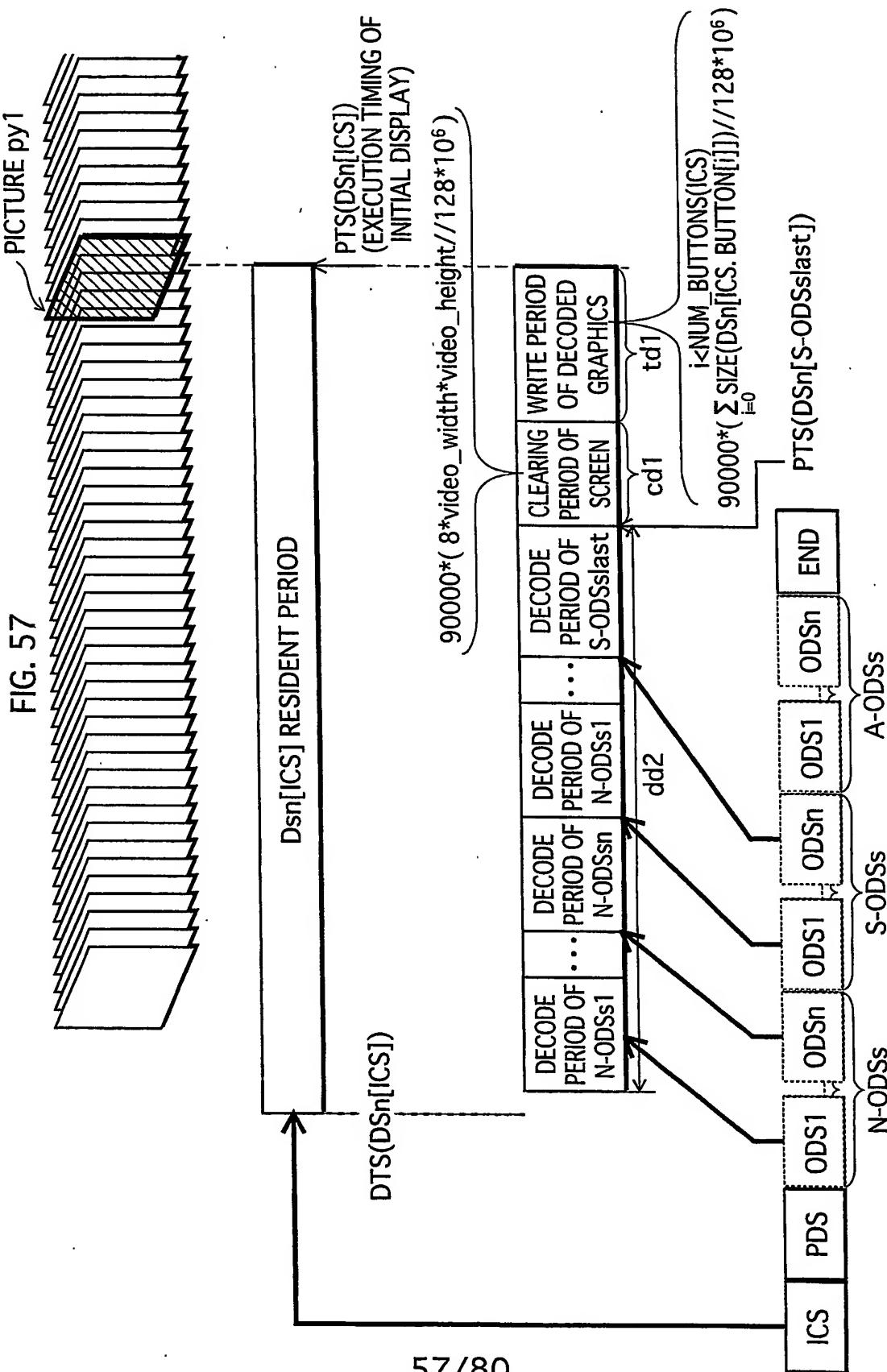


FIG. 58

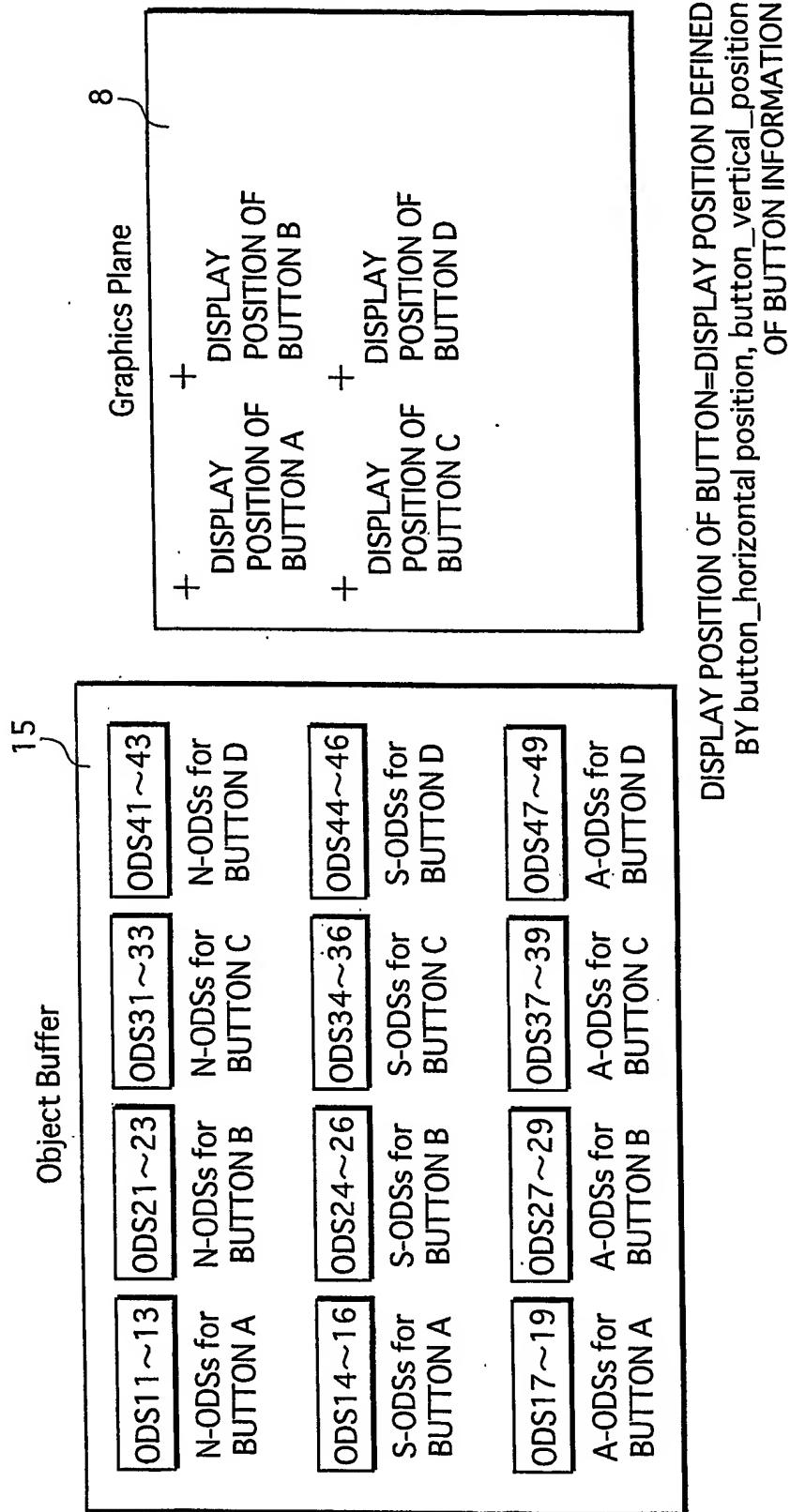


FIG. 59
WRITE OPERATION OF Graphics Controller At INITIAL DISPLAY

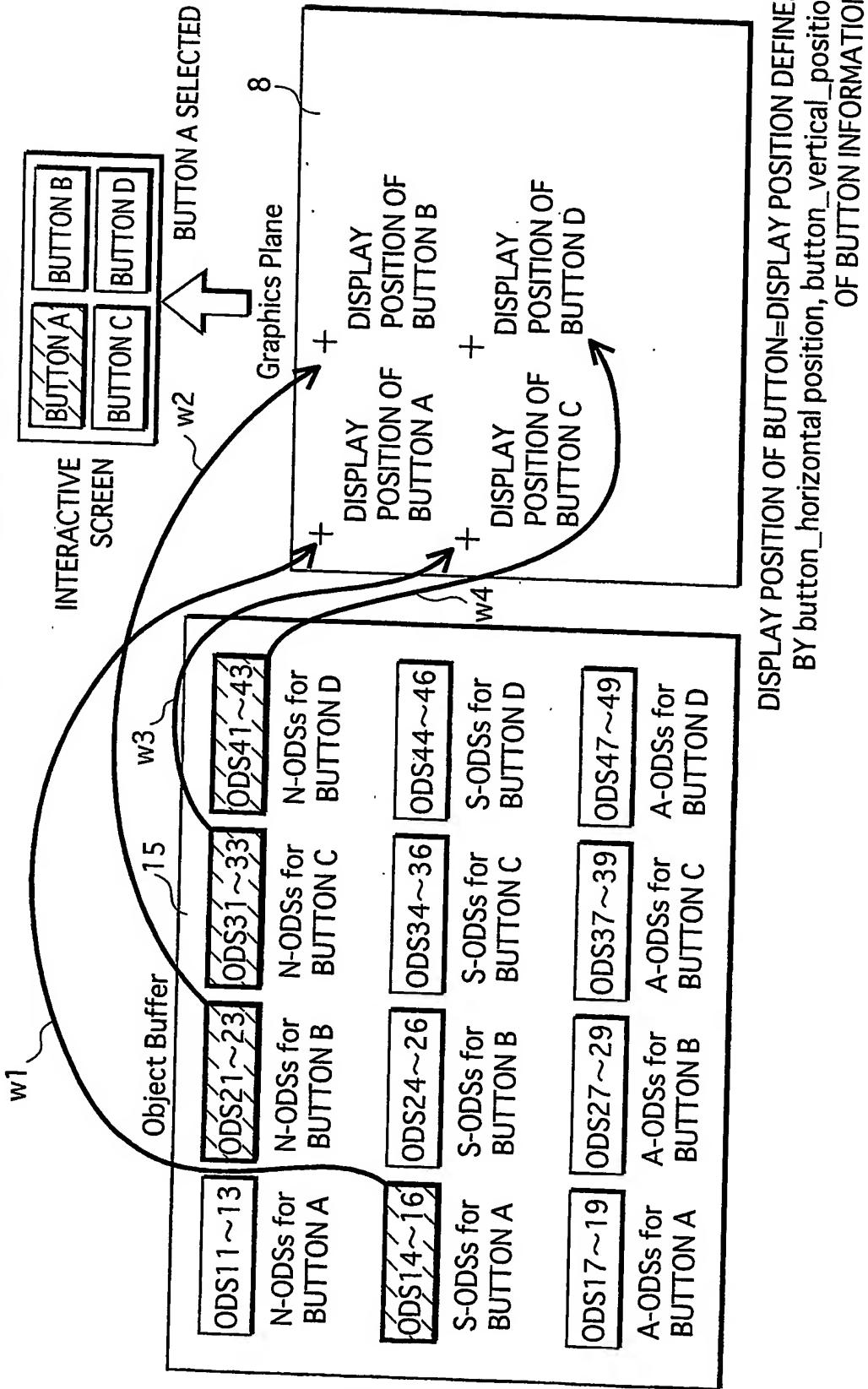
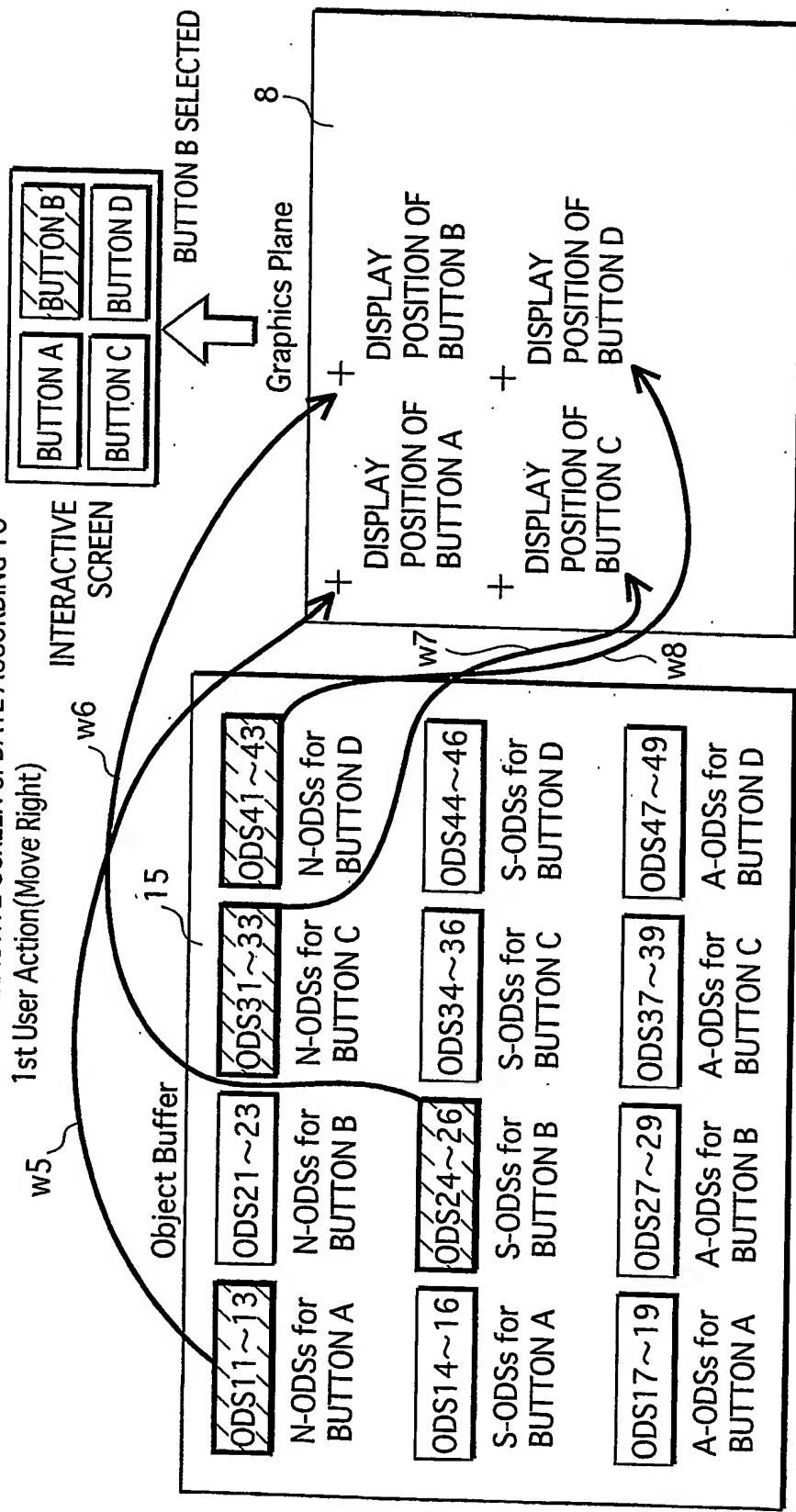


FIG. 60
WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Move Right)



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED
 BY button_horizontal position, button_vertical_position
 OF BUTTON INFORMATION

FIG. 61
WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Move Down)

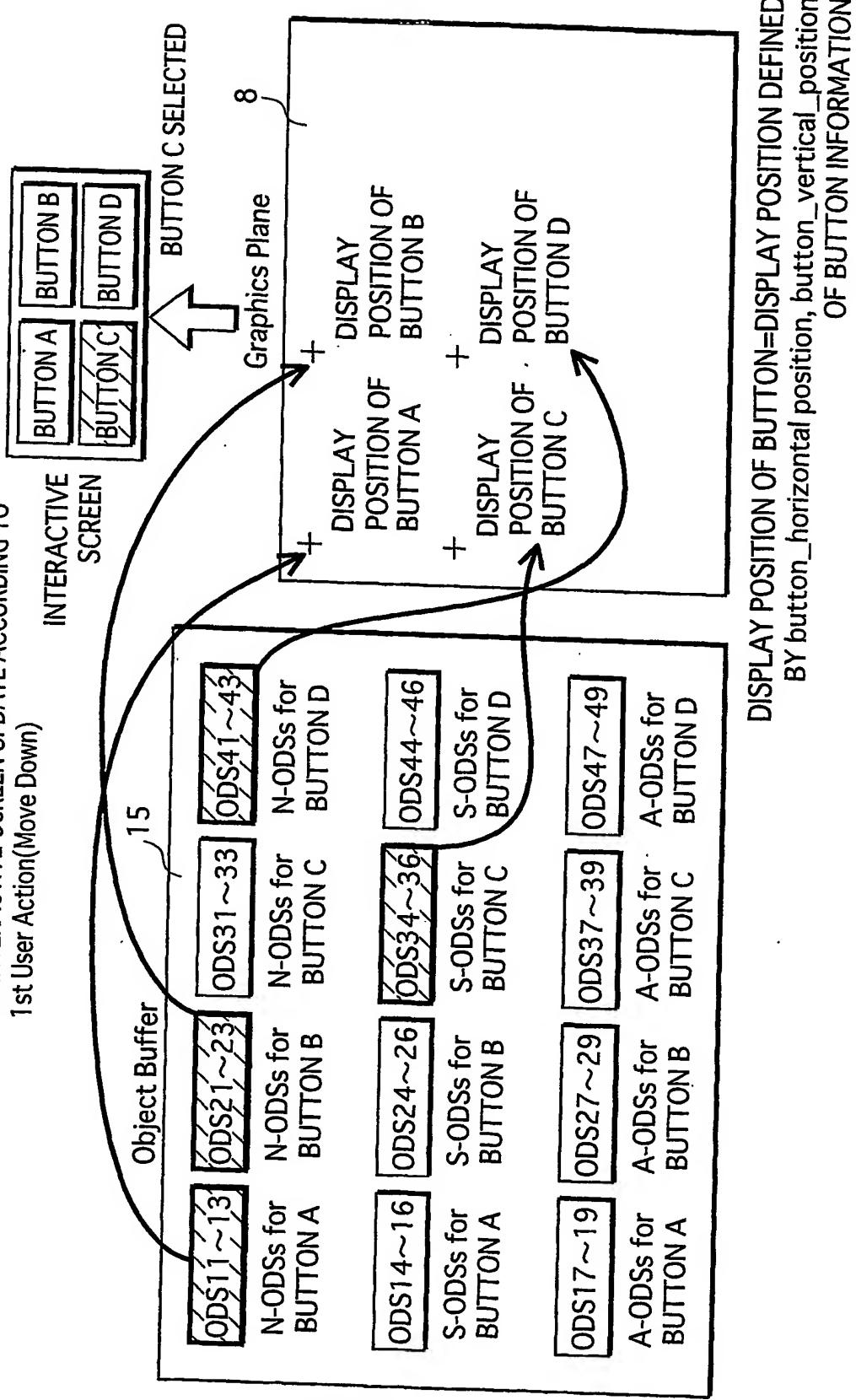
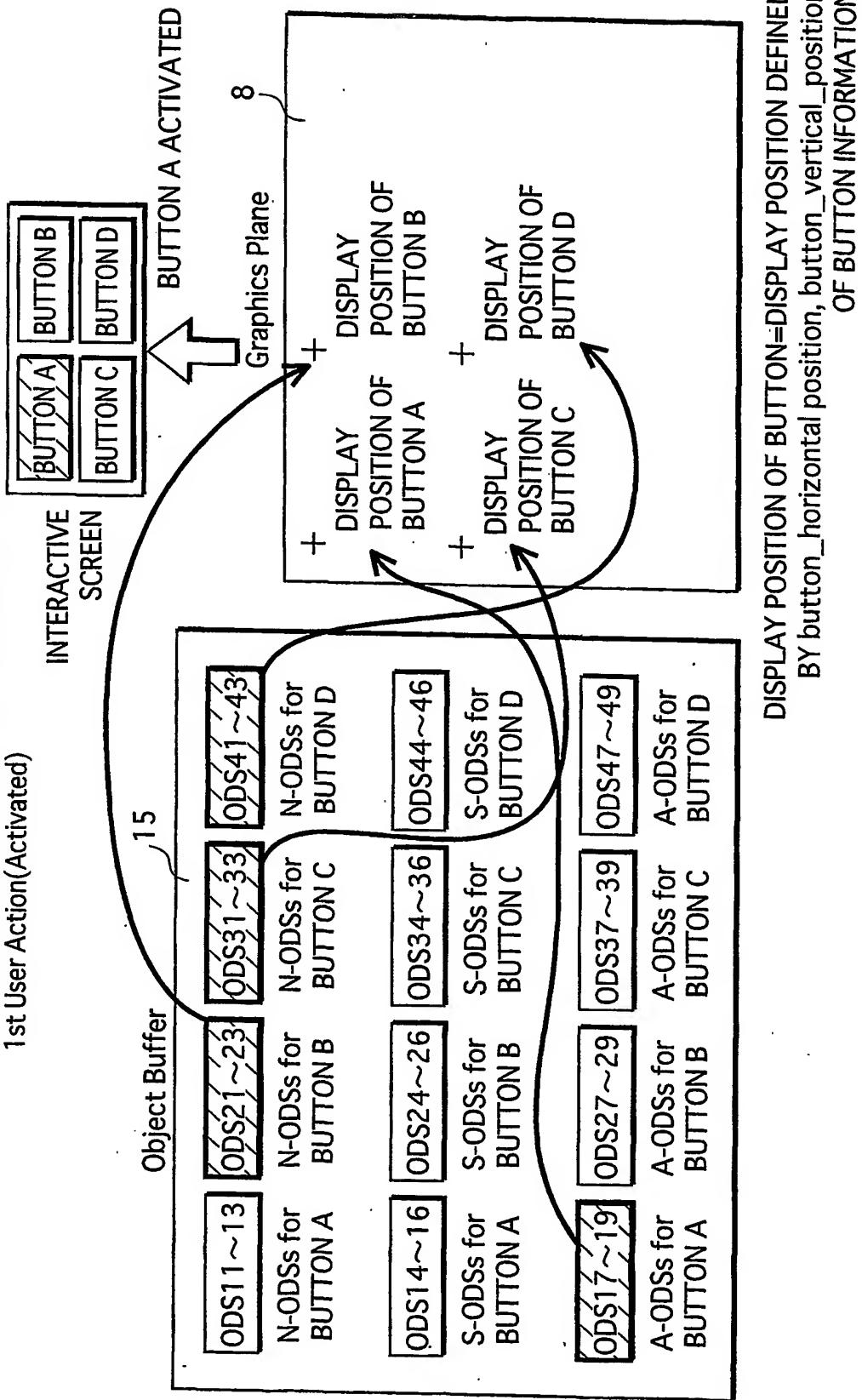
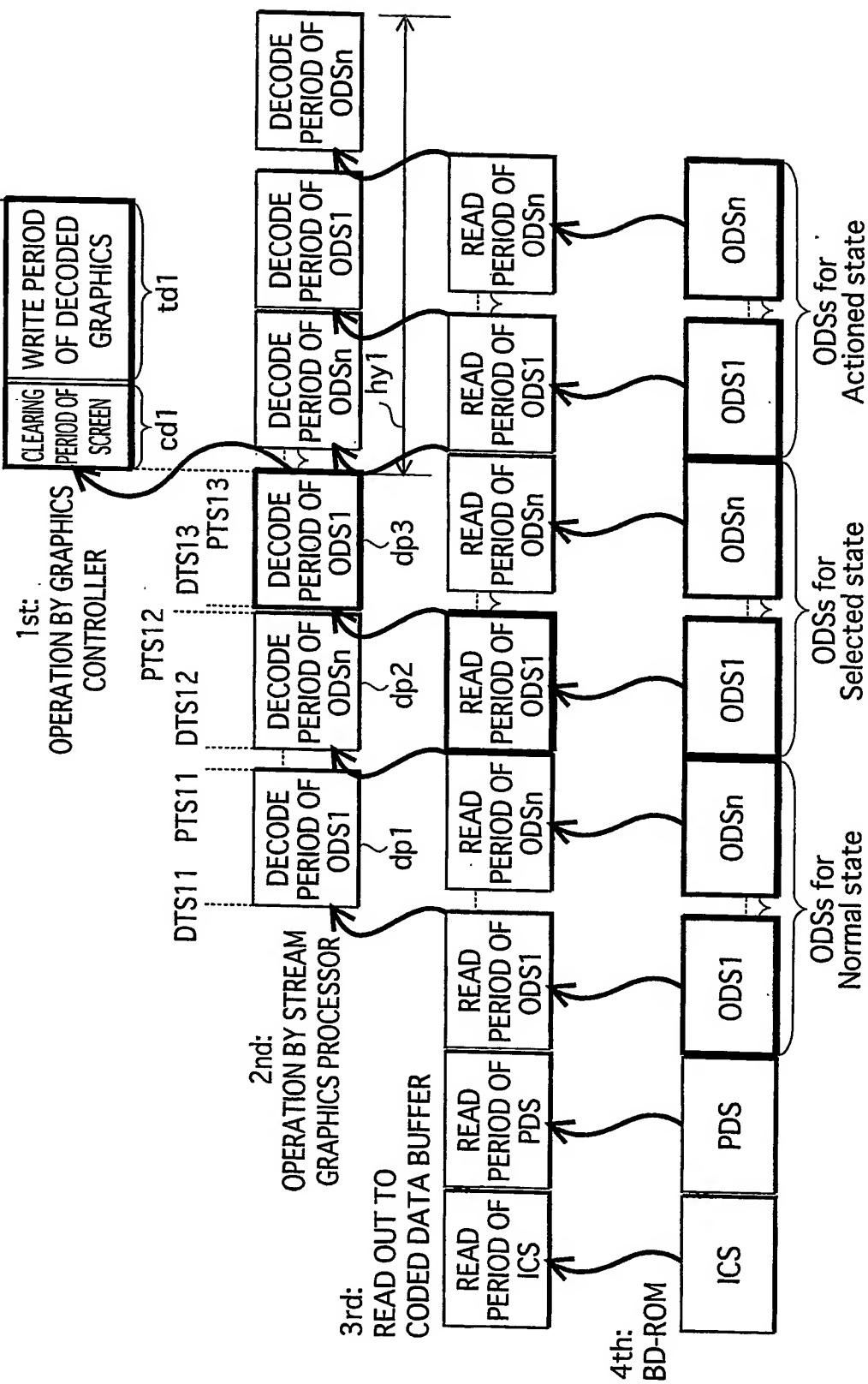


FIG. 62
WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Activated)



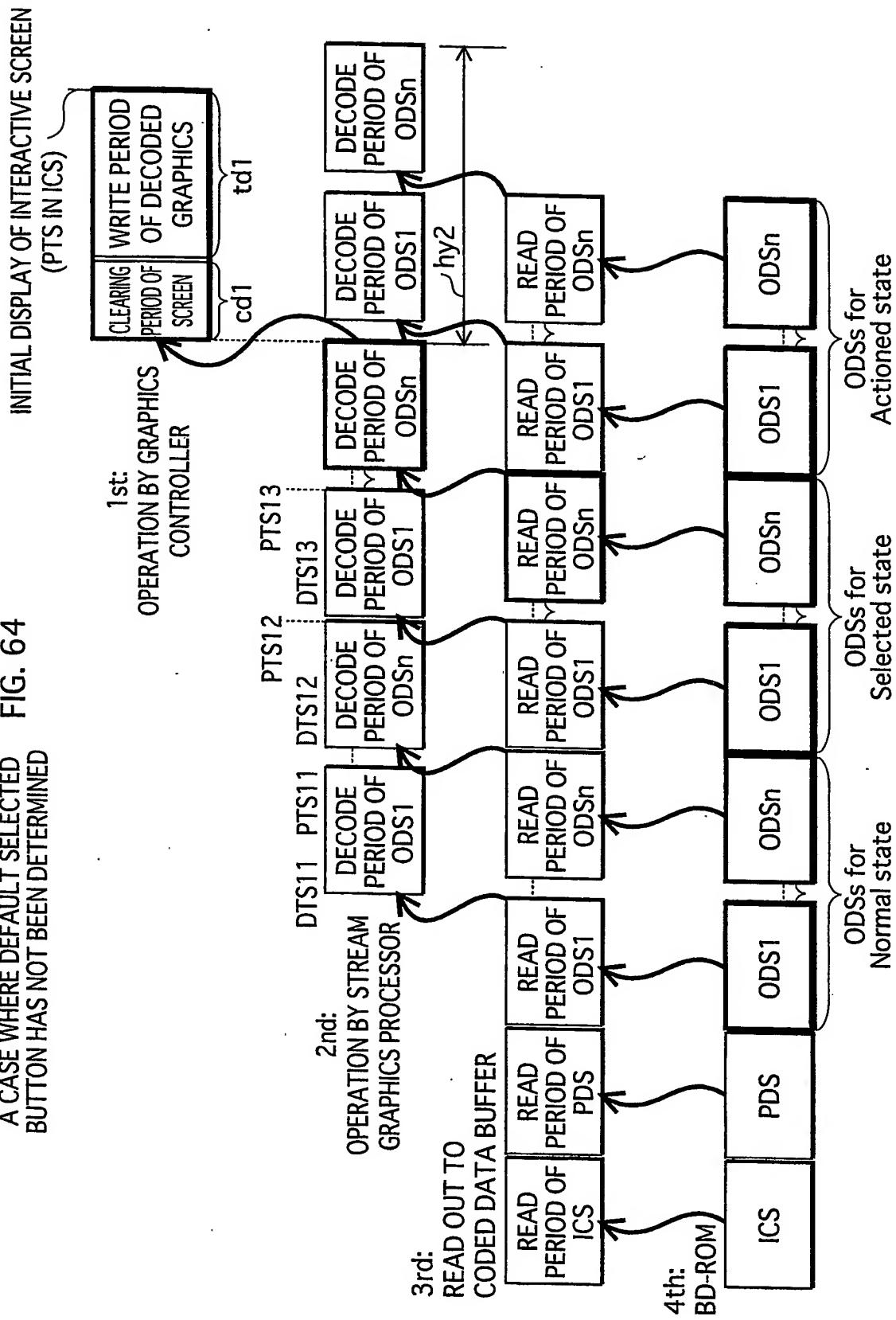
A CASE WHERE DEFAULT SELECTED BUTTON HAS BEEN DETERMINED

INITIAL DISPLAY OF INTERACTIVE SCREEN (PTS IN ICS)



A CASE WHERE DEFAULT SELECTED
BUTTON HAS NOT BEEN DETERMINED

FIG. 64



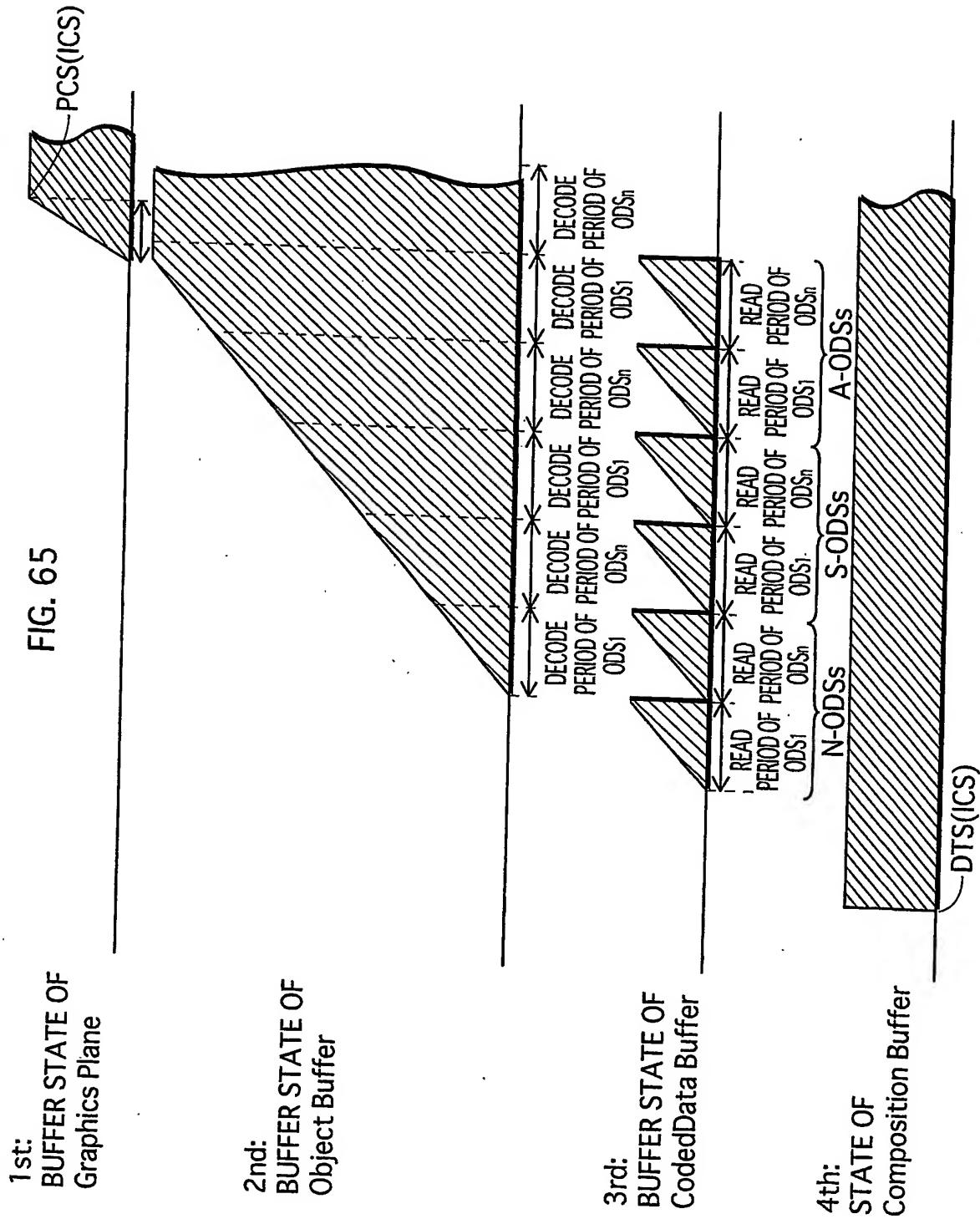


FIG. 66

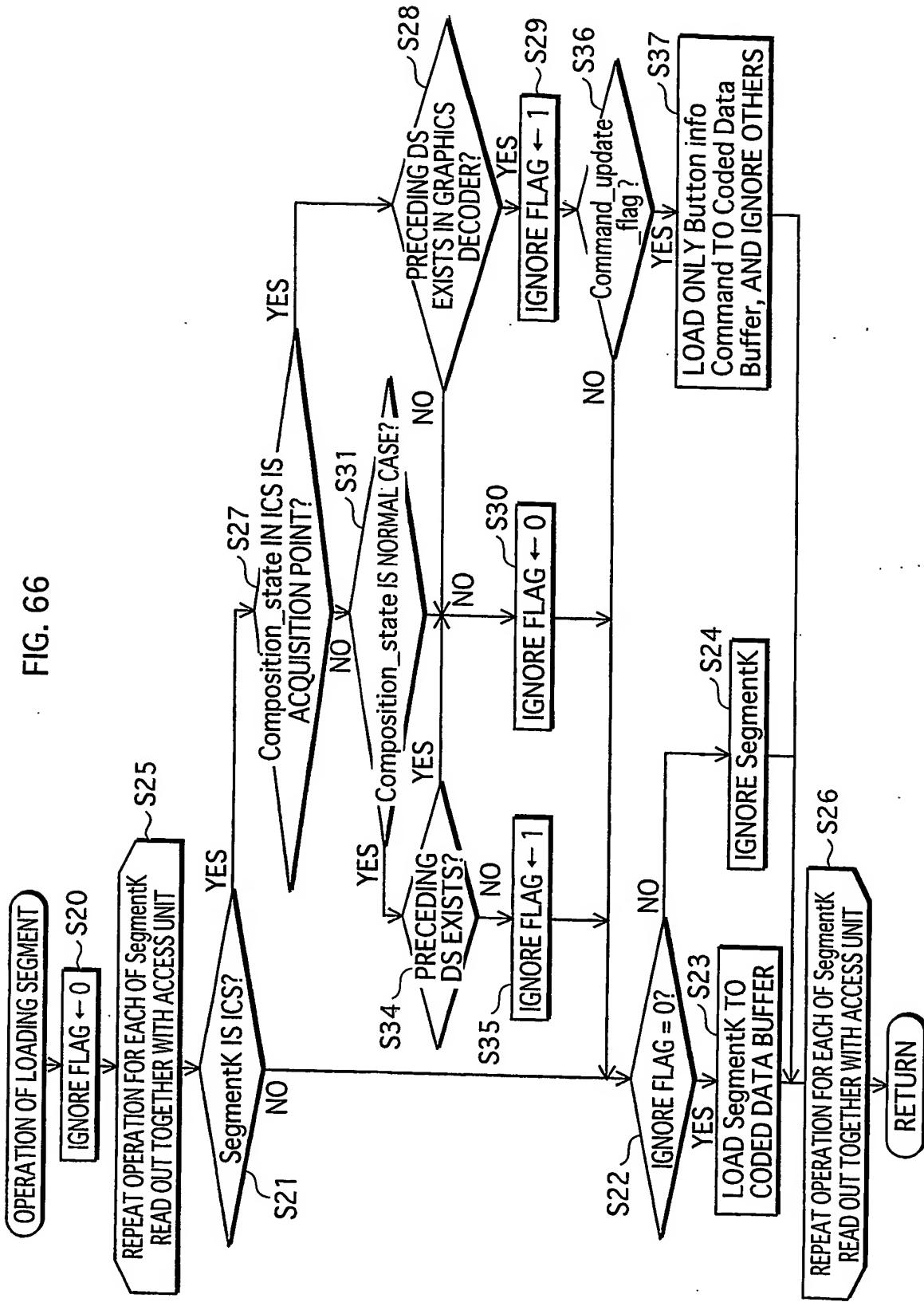


FIG. 67

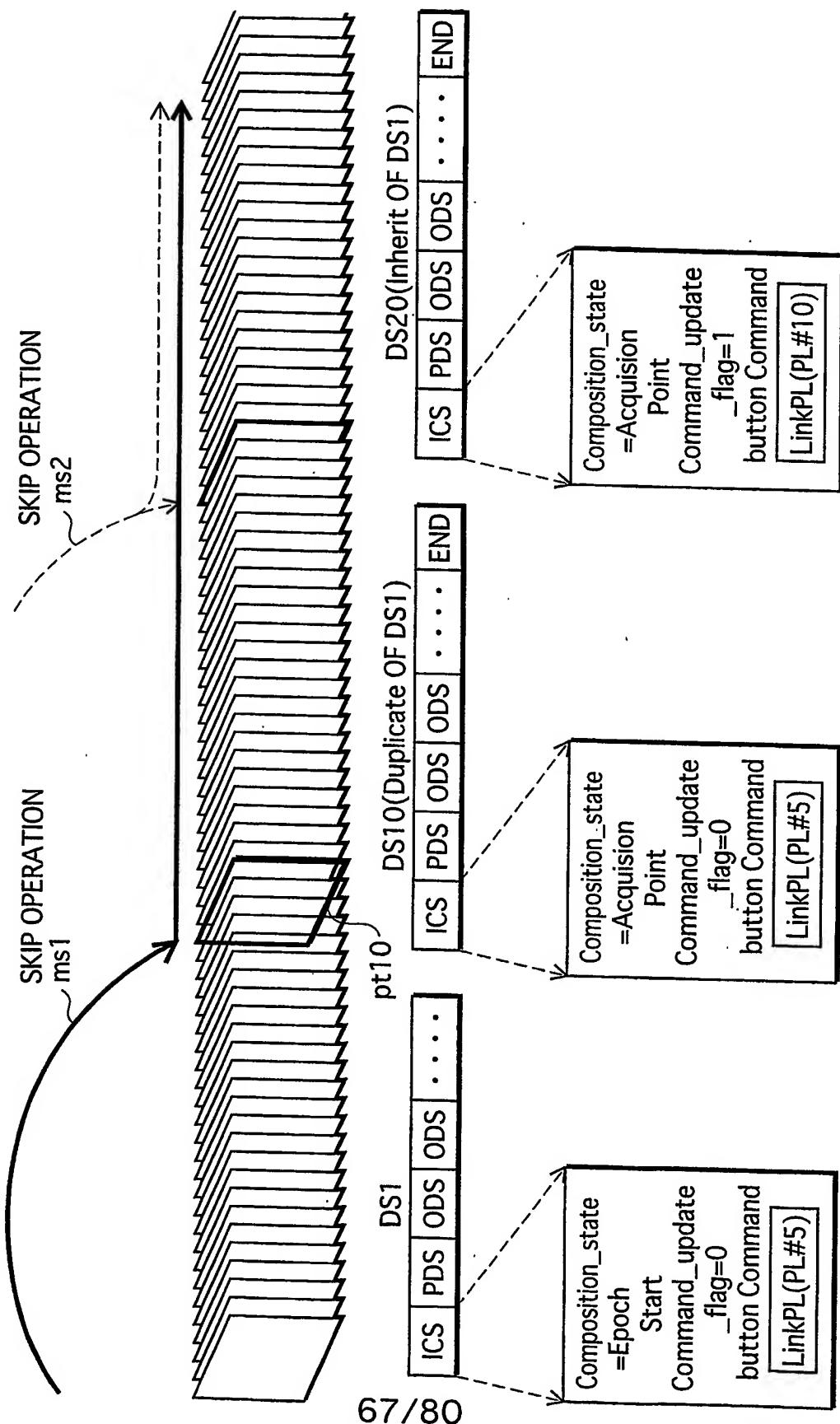


FIG. 68

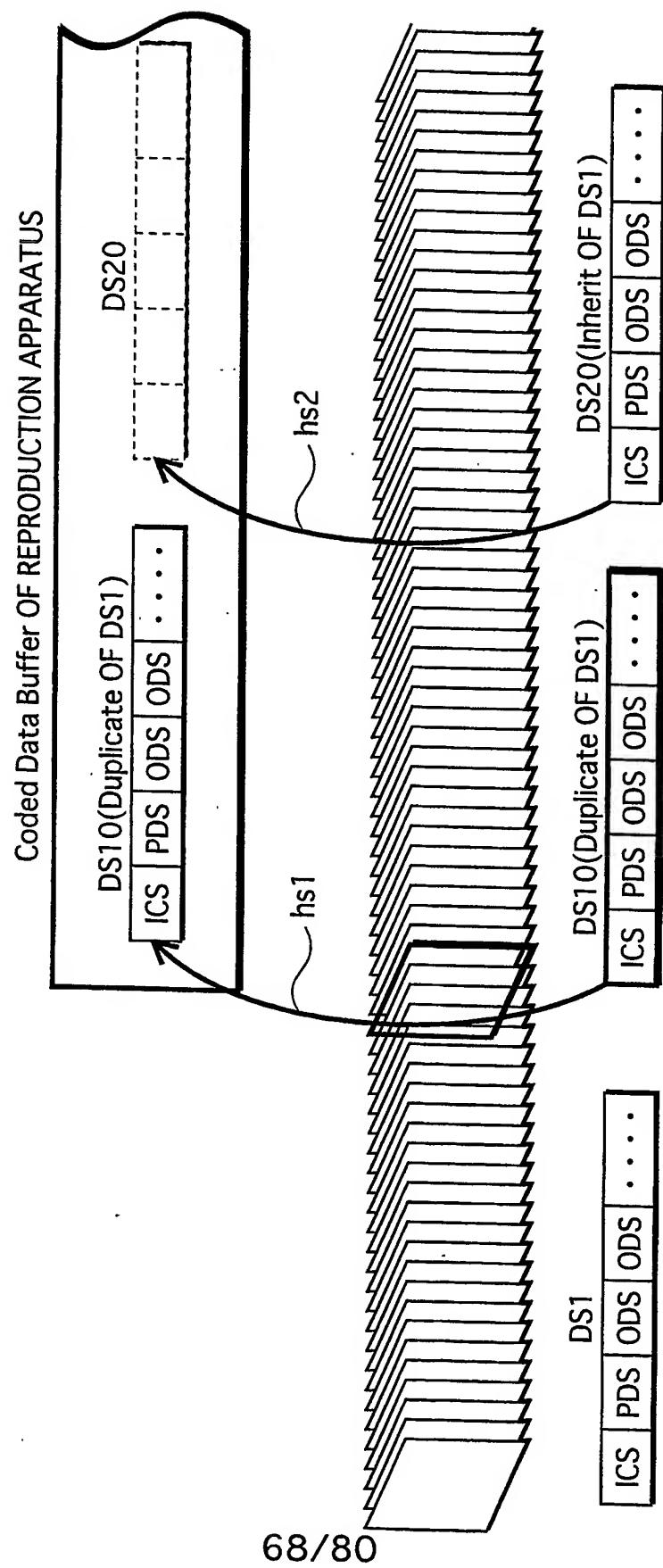


FIG. 69

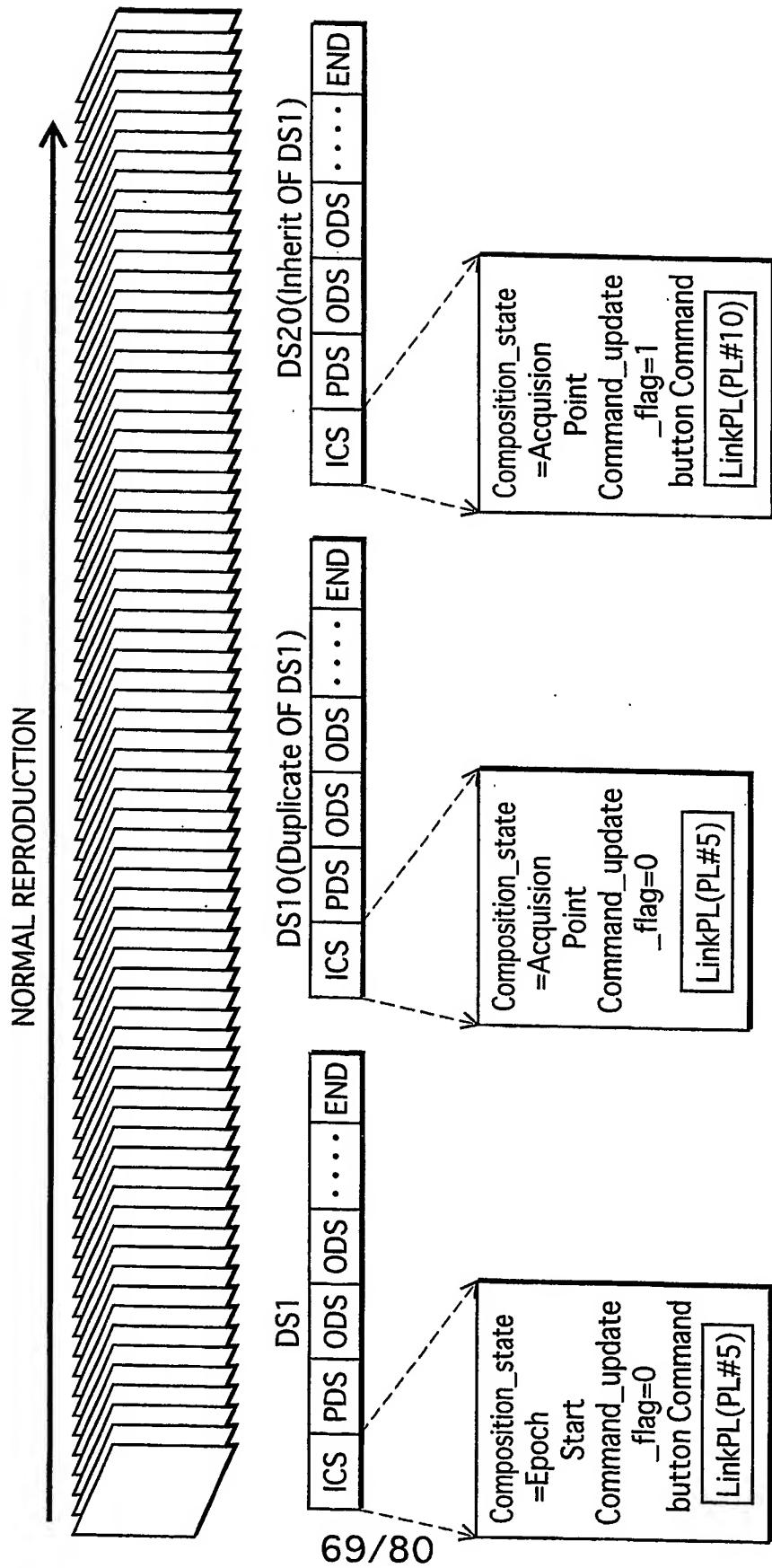


FIG. 70
Coded Data Buffer Of REPRODUCTION APPARATUS

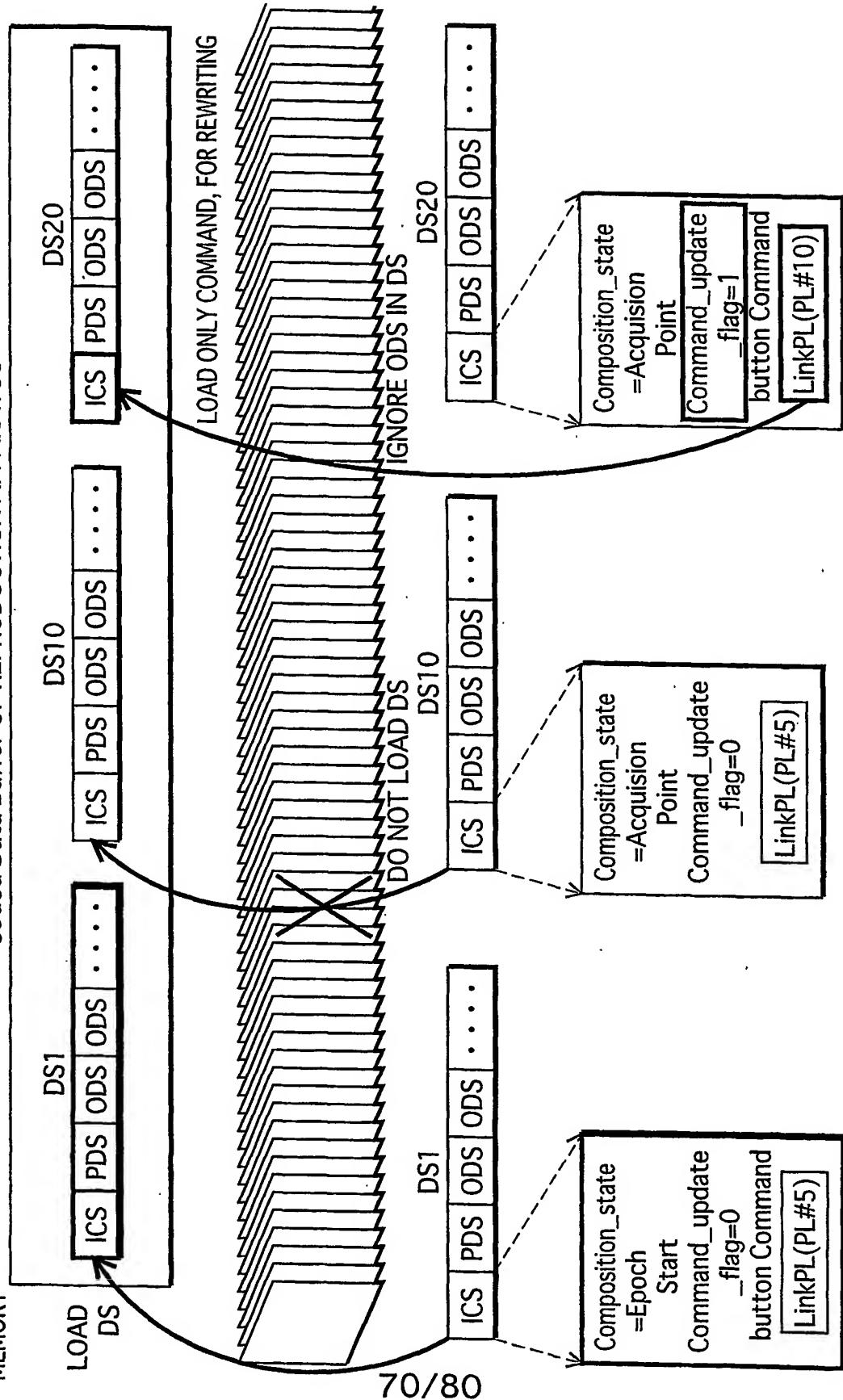


FIG.71

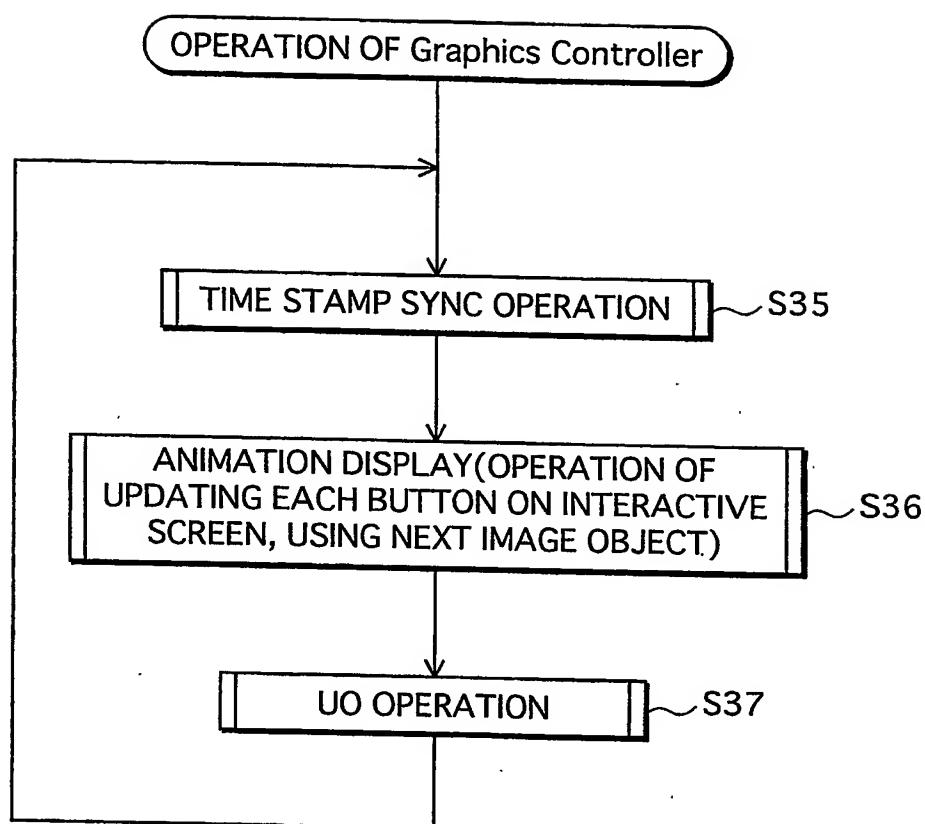
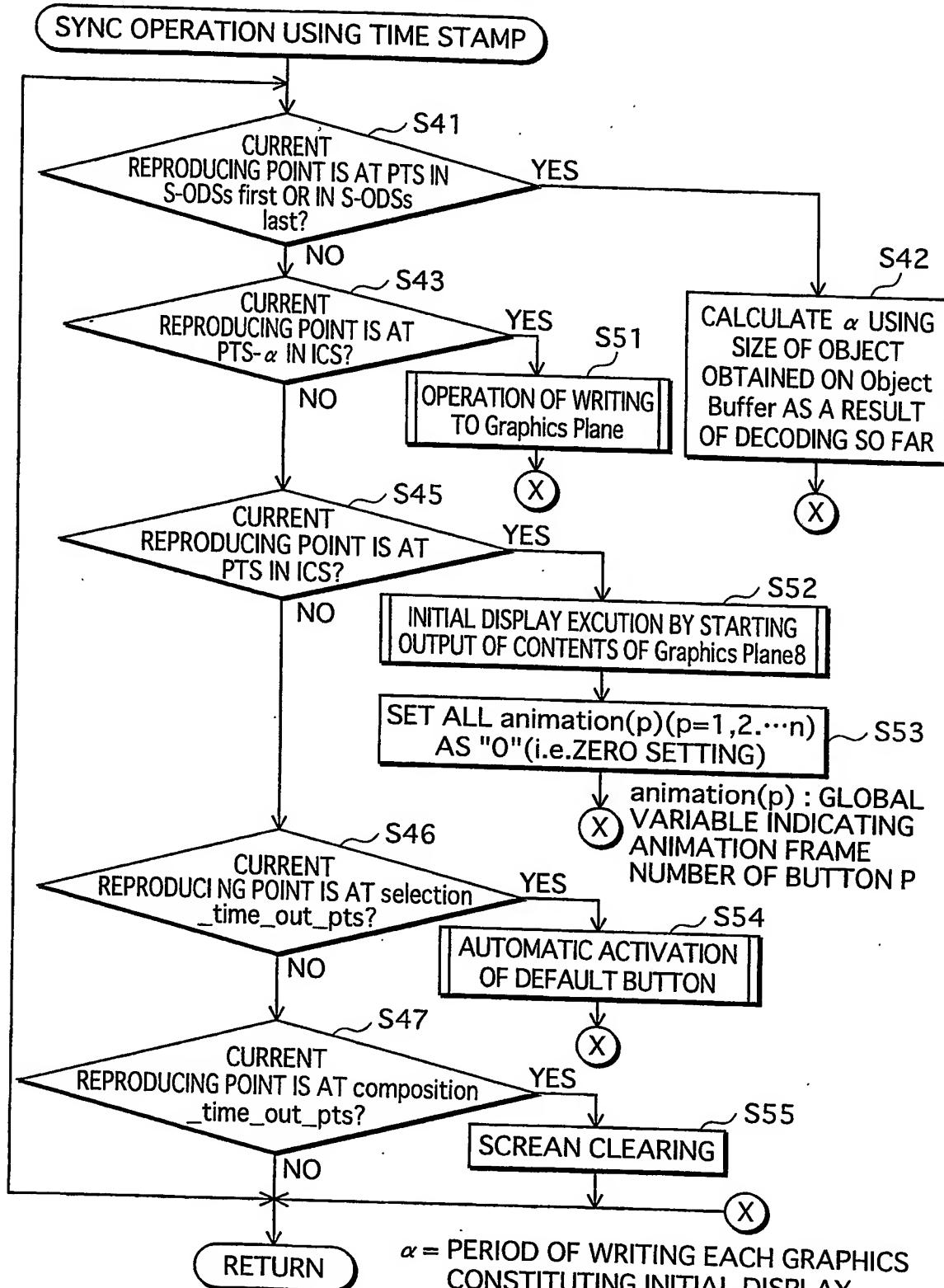


FIG.72



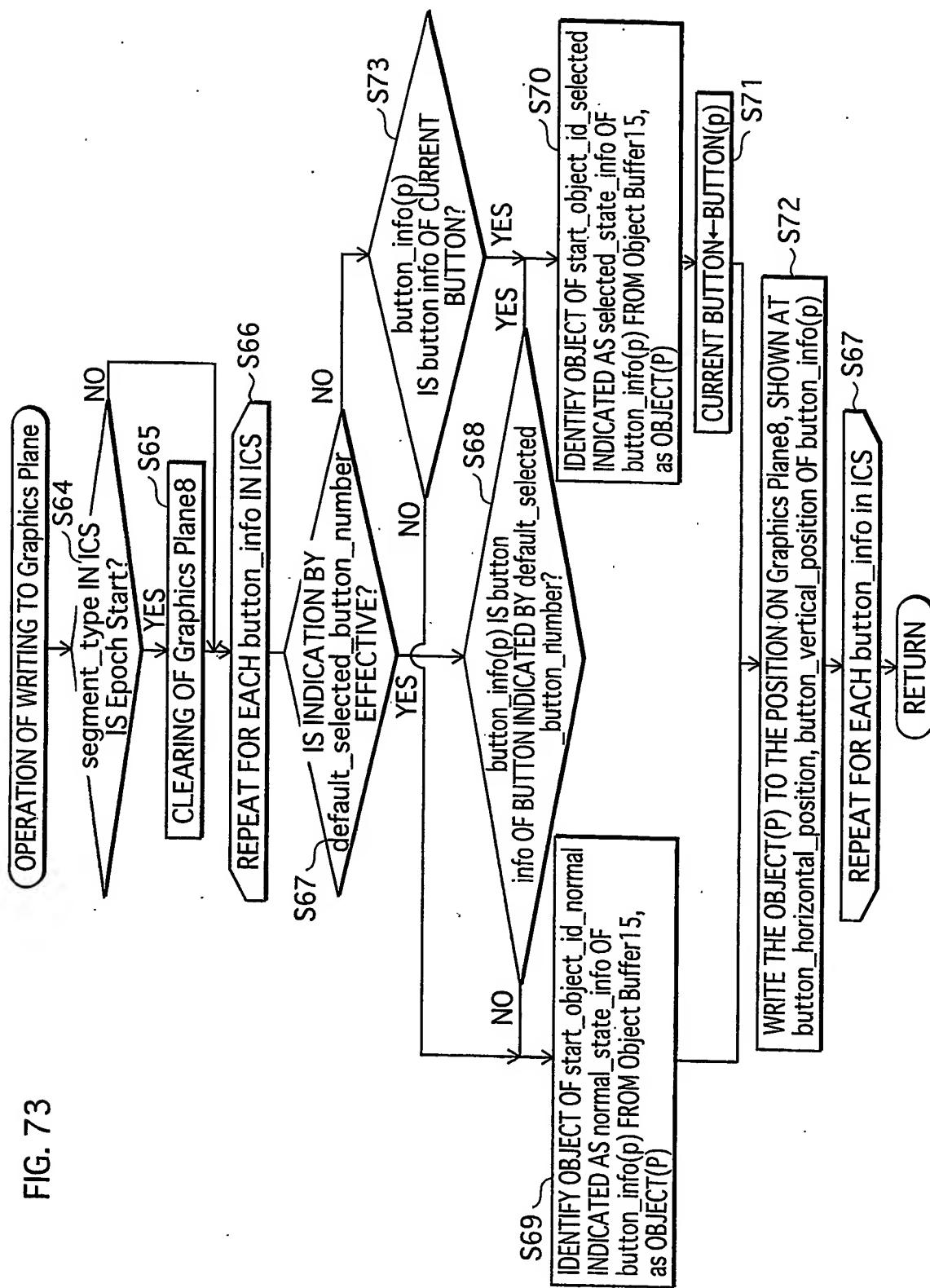


FIG.74

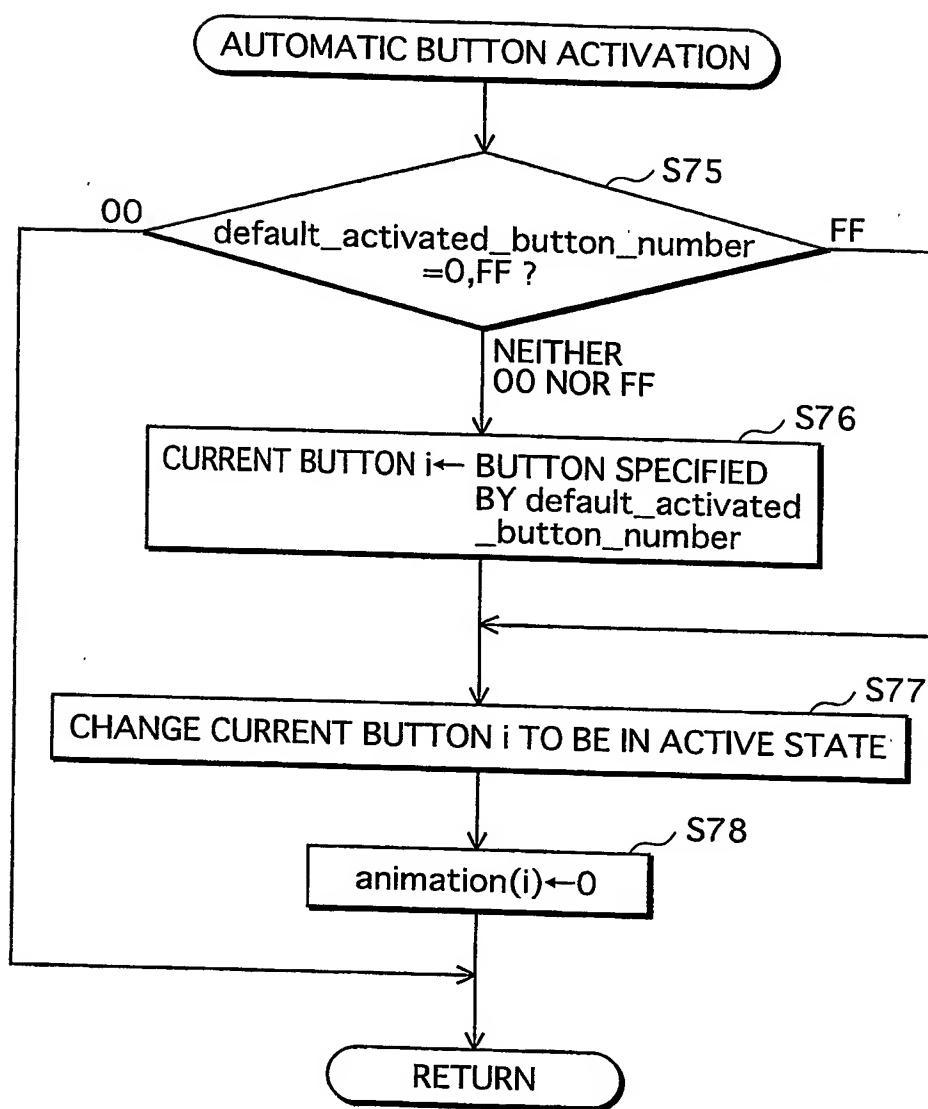
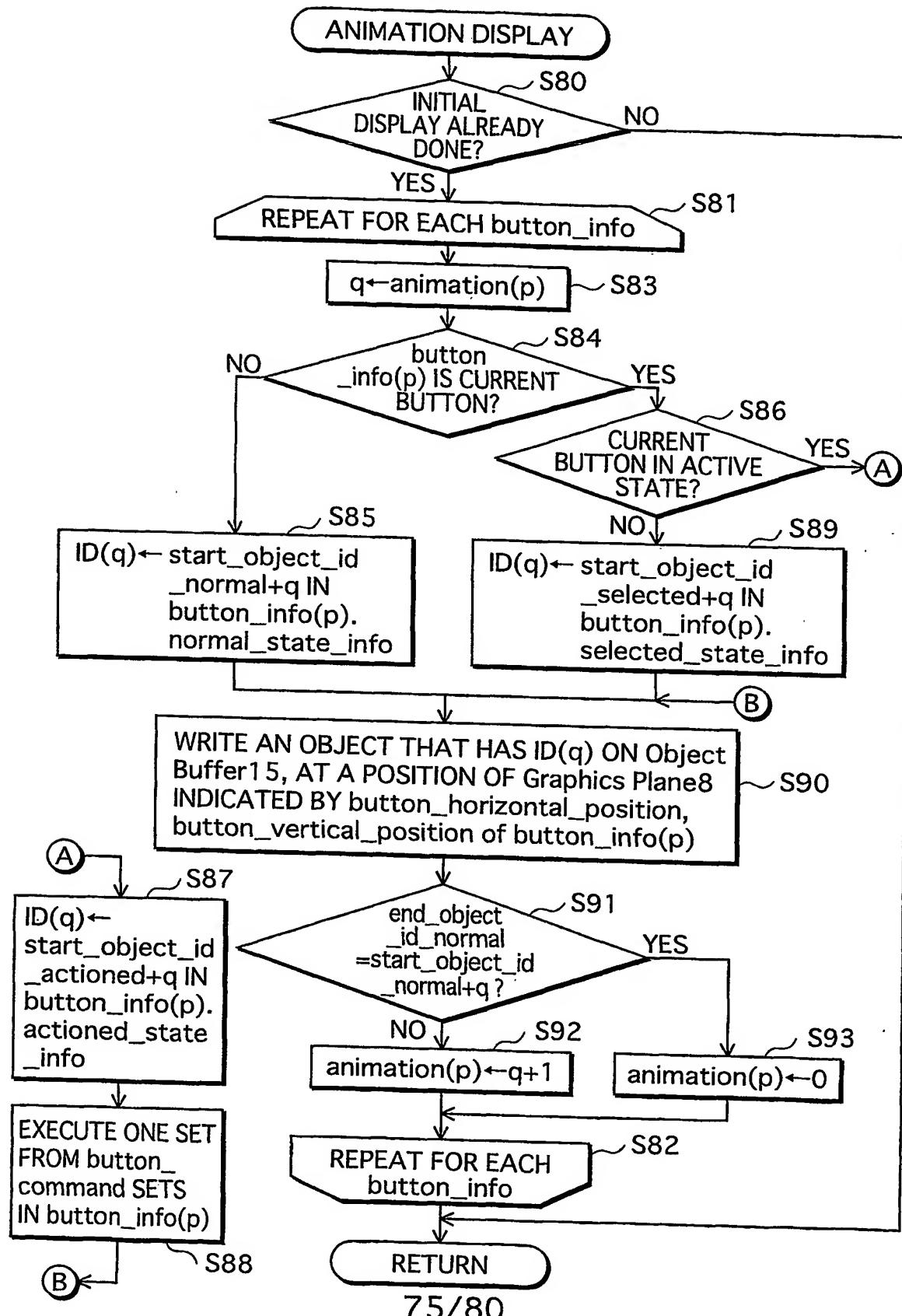


FIG.75



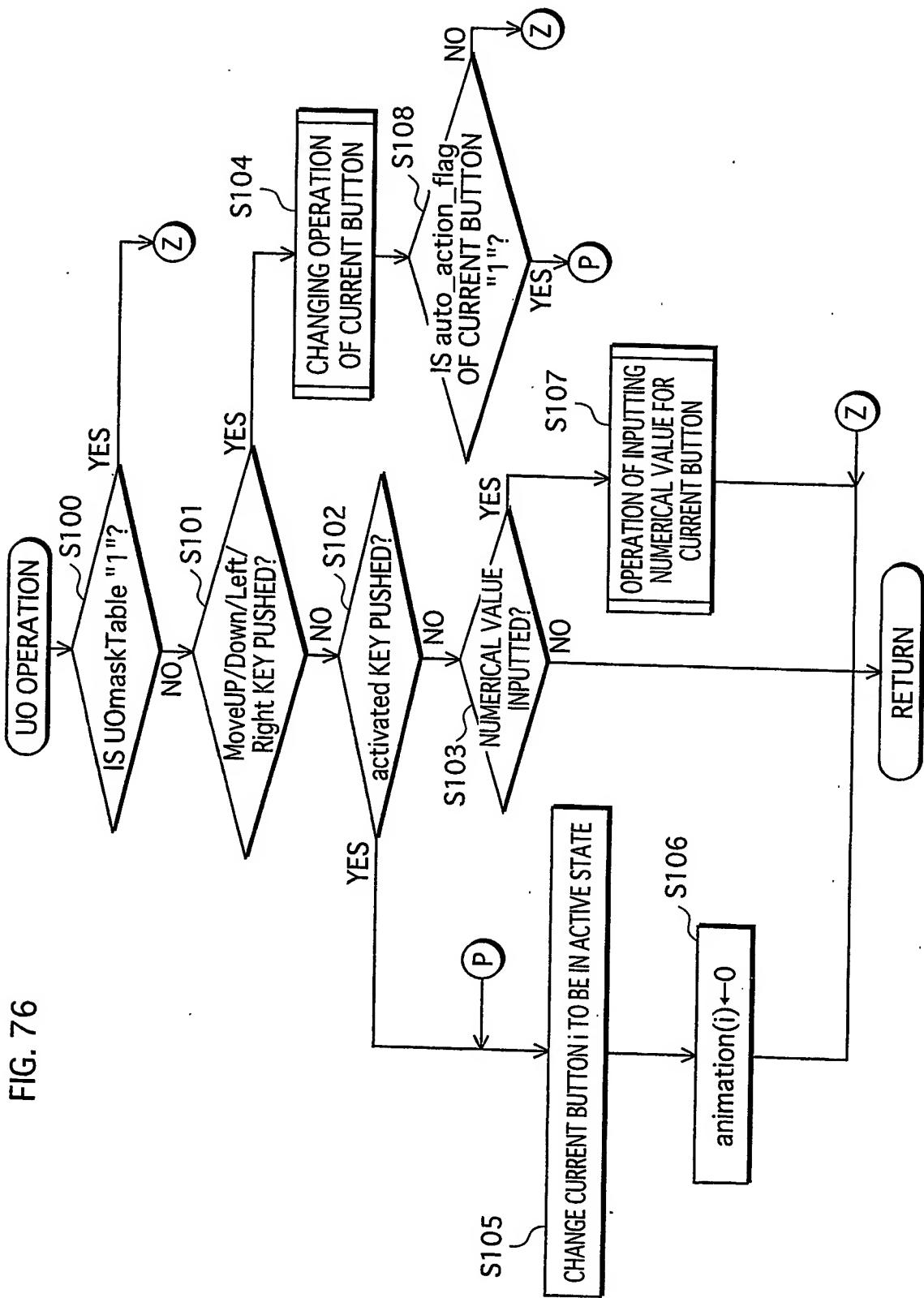


FIG.77

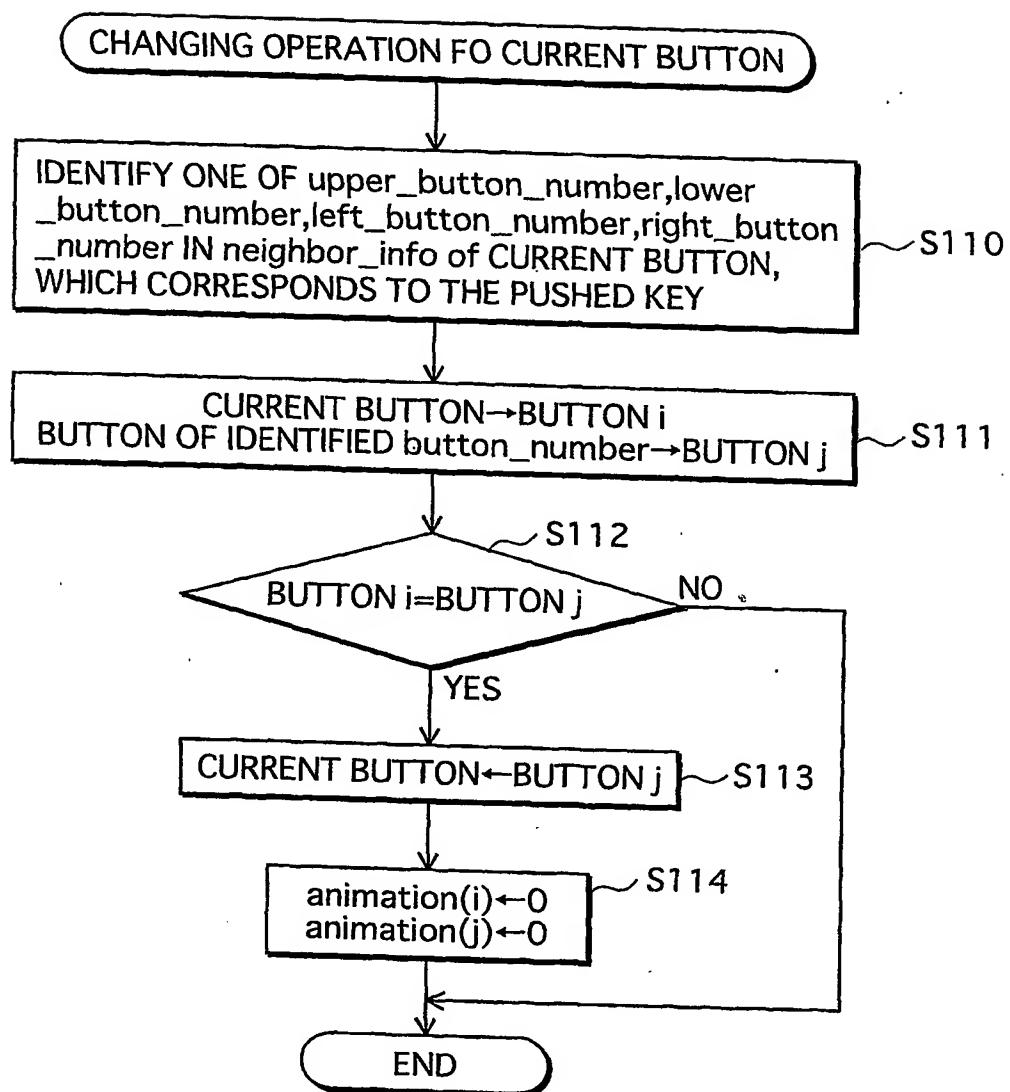


FIG. 78

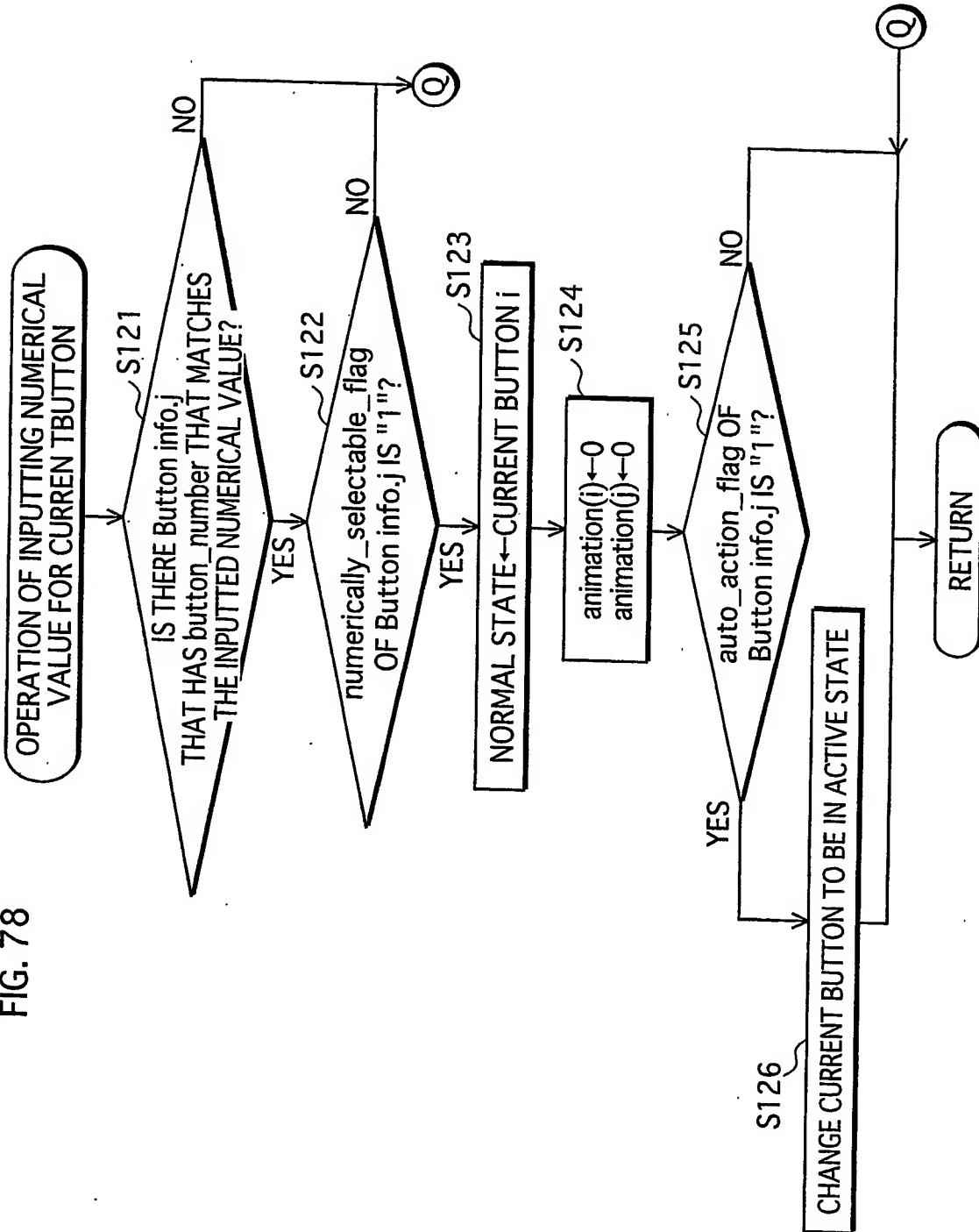


FIG. 79

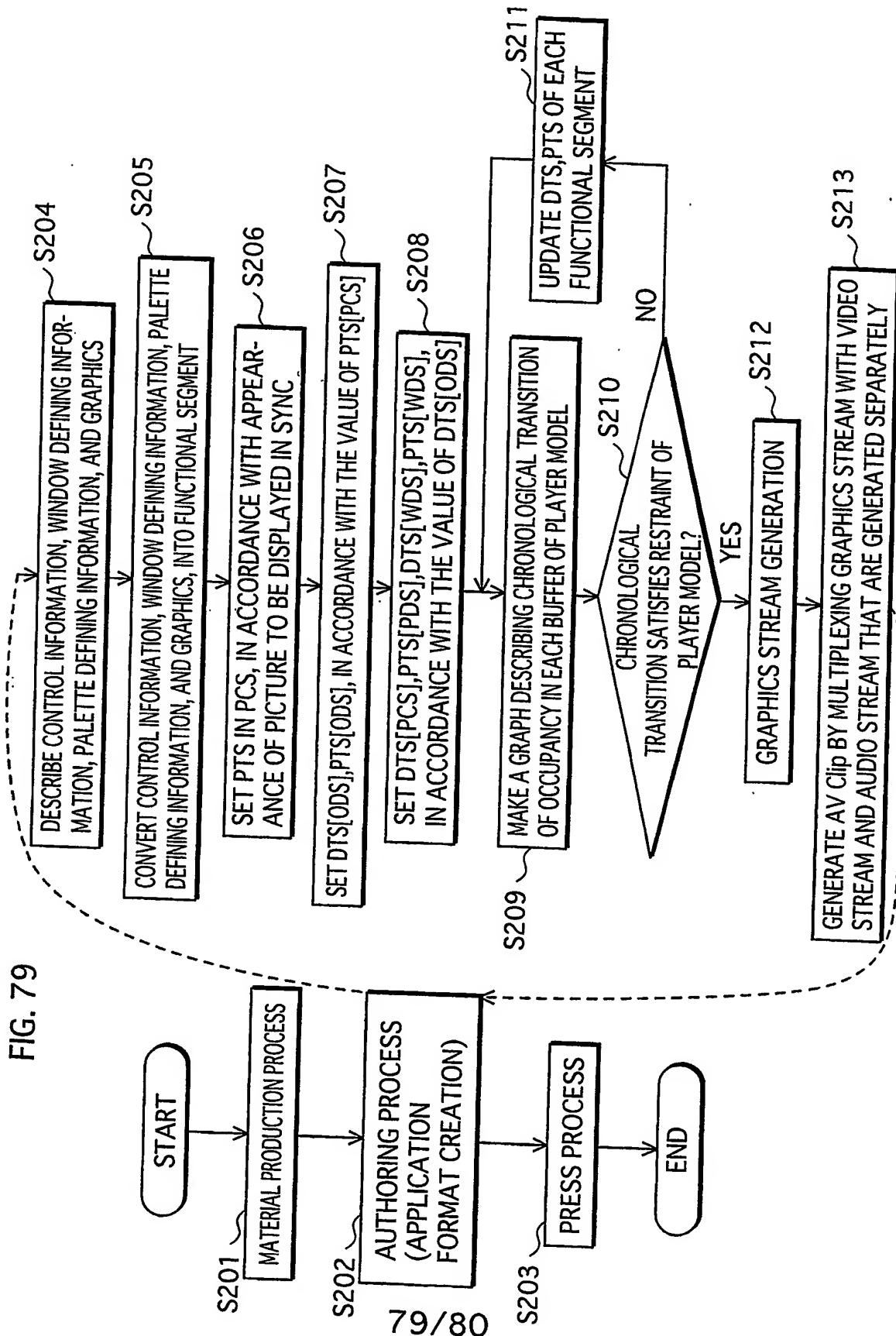


FIG. 80

